



Game Design Document (GDD) for Nintendo Wii & 3DS
Version 1.6 - Last updated 10/18/10

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Red text = May change over the course of development

1. Introduction

uDraw SpongeBob Squarepants is a madcap, micro-game collection on the Nintendo 3DS and Wii platforms. The game features **approximately 100** different gameplay challenges shared between the 3DS platform and uDraw Wii accessory version, with games unique to each of those platforms.

The plot follows SpongeBob, Squidward, Patrick, Sandy, and Mr. Krabs each surviving in one of six crazy worlds, represented by 6 pieces of art in Patchy the Pirate's art gallery. Each piece of artwork has its own unique visual style (such as comic book, B-movie horror poster, 8-bit videogames, etc.) that influences the look of the characters while in that painting, and all micro-games within that painting as well.

The player must successfully complete enough micro-games in each painting world. Once the player has completed all five game worlds, they are free to replay previously-beaten micro-games to set high scores and earn medals.

2. Gameplay Overview

Gameplay is largely influenced by Nintendo's WarioWare series. Once the player has selected a painting, they are taken into that world, where they must successfully complete a series of micro-game challenges. Each challenge lasts only a few seconds, and has a specific win condition. If the condition is met when time runs out - **8 ticks of the clock** - that micro-game is beaten and the player's **Success Meter** fills slightly. If the condition is not met when time runs out, that micro-game is failed and the player's **Success Meter** drains slightly.

Filling the meter completely spits the character back out of the painting, and that world is completed. The character from then on stands outside the painting (at the world selection screen HUB), and the player is free to move on to the next painting world. Paintings are unlocked in a linear fashion.

If the meter drains completely, the player's game is over. The player is returned to the game HUB and must reattempt that world again in order to beat it.

Each micro-game uses input mechanics unique to the 3DS system and/or uDraw tablet peripheral. These mechanics include:

Mechanic	Description	Platform
Draw	Draw lines with the pen or stylus	3DS/Wii
Tilt	Lean and tilt the pad/system on the X and Y axes	3DS/Wii

Tap	Touch with the pen/stylus	3DS/Wii
Drag	Touch with the pen/stylus and drag, keeping the pen/stylus held down	3DS/Wii
Press	Press down with the pen, causing the pen's nib to recede	Wii only
Flick/Fire	Touch with the pen/stylus, then quickly 'flick' off the touch pad in a direction	3DS/Wii
Slide Pad	Use the analog control to play games that accentuate depth	3DS only

Once each painting world has been completed, the player can revisit that world to replay the micro-games in one of two ways. Selecting **Endless Remix** allows the player to play a randomized assortment of micro-games indefinitely, until they fail. Once they fail, a HI SCORE is recorded of how many games they made it through.

The other option is **Games Replay**. Selecting this mode takes the player to a list of all micro-games in that world. The player selects a micro-game individually, and each game has three **medal slots** to the right of its title in the listing. The player earns a **bronze, silver, or gold medal** by playing that micro-game repeatedly (without failing) a specific number of times, with the micro-game becoming increasingly difficult as the games progress.

After the main game (all 6 worlds) have been beaten, and following the final cinematic and credits, an option appears for **Total Remix**, which allows the player to play a random assortment of all micro-games from across all five worlds.

3. Game Startup Sequence

Following is the planned boot sequence for the game (in order of appearance). Each screen should fade in, display for the time mentioned below, then fade out and transition to the next screen. Some screens (noted below) can have that display time skipped once they have finished fading in.

Screen	Description	Display	Skippable?
Legal	All pertinent legal text + "Licensed by Nintendo"	5 seconds	No
Nickelodeon	Animated nick games logo	2 seconds	Yes
THQ	THQ company logo	2 seconds	Yes
WayForward	WayForward company logo	2 seconds	Yes
uDraw	uDraw peripheral logo	2 seconds	Yes
Misc. technology	Any used technology or codec screens	2	Yes

	(i.e. video)	seconds	
Title Screen	The game's main title screen	N/A	N/A

Note that in the 3DS version of the game, images may be distributed between the top and bottom screens of that system, reducing the length of the startup sequence.

4. Menus

The game's menu system is kept pretty cut and dry, in order to get players as directly to and from gameplay sessions as possible. Please see the GAMEFLOW section (following this one) for a visual representation of how the game's menus connect to one another.

Note that all text in these menus is described in dry, simple terms. As the game is developed, these text strings and concepts will be rewritten to match the tone and humor of the show.

1) Title Screen

The game's title screen (following the introductory legal screens) shows the title logo and main characters. At the bottom of the screen, the following message is displayed:

Press [A Button image] or touch to begin

Once the player performs either of these actions, they are taken to the File Select screen.

2) File Select Screen

The File Select screen follows the Title Screen. Here, the player selects which save file to play under. There are 3 save slots, stacked vertically in the center of the screen. These are initially labeled:

**EMPTY
EMPTY
EMPTY**

Underneath these three save slots, are the following options:

DELETE COPY

The DELETE option is only valid and selectable if 1 to 3 of the files have a game saved to them. The COPY option is only valid and selectable if 1 to 2 of the files have a game saved to them. When invalid, these options are grayed out.

Selecting an EMPTY file slot progresses the player to the introductory cinematic, and then the game world HUB (Patchy's gallery). Once an EMPTY file has been accessed, it will be replaced with one of the following upon revisiting the file selection screen:

FILE 1

FILE 2

FILE 3

Each time the player advances within a save file, that progress is saved automatically. If the player earns at least a "bronze medal" in all five worlds within a save file, that save file will have a medal appear to the right of it, and be recolored bronze. If the player earns at least a "silver medal" in all 6 worlds within a save, the save file gets two medals and is recolored silver. If the player earns a "gold medal" in all 6 worlds within a save, the save file gets three medals and is recolored gold.

Selecting DELETE at the file select screen brings up the following message:

Please select a file to delete.

All non-empty save files will begin to flash, to indicate to the player that they should select one of them. If the player selects anything OTHER than a valid file, the deletion process is cancelled, and the files stop flashing. If the player selects a valid file, the following message appears:

Warning: This will delete all data in this save file. Do you wish to delete?
YES NO

If the player selects NO or anywhere else onscreen than the two options, the deletion process is cancelled. If the player selects YES, then that save file is deleted, and returned to "EMPTY".

If the player selects COPY, the following message displays:

Please select a file to copy.

All non-empty save files will begin to flash, to indicate to the player that they should select one of them. If the player selects anything OTHER than a valid file, the copy process is cancelled, and the files stop flashing. If the player selects a valid file, the following message appears:

Please select an empty file.

Any empty save files will then begin flashing. If the player selects anywhere else onscreen than an empty file, the copy process is cancelled. If the player selects an empty file, then the previously-selected game save is duplicated in that empty save file (including **medals**). The data of the original file should be copied exactly to the newly-created file.

3) Game HUB (Patchy's Art Gallery)

Following the file selection process, the Introduction Cinematic with Patchy plays. This plays every time the game is accessed, however it is skippable by pressing any button after the player has seen it once. If the player is seeing this cinematic for the first time, it should not be skippable.

Following this cinematic is the game's HUB. This is a single screen image of Patchy's art gallery. The gallery has several framed pieces of art, which can be selected by the player to access different areas of the game. These include:

- **Sketch Bob framed artwork:** Takes the player to World 1 (Mr. Krabs)
- **B-Movie framed artwork:** Takes the player to World 2 (Squidward)
- **Simply Bob framed artwork:** Takes the player to World 3 (Gary)
- **Comic Book framed artwork:** Takes the player to World 4 (Sandy)
- **Punk framed artwork:** Takes the player to World 5 (Patrick)
- **8-Bit framed artwork:** Takes the player to World 6 (SpongeBob)
- **"Total Remix" frame:** Begins the Total Remix Replay mode
- **Cinema Replay frame:** View game cinemas and full credits
- **Options frame:** Takes the player to the gameplay options screen
- **Tutorial frame:** Replays the gameplay tutorial for the player

The 6 world frames should be large and prominent, with all other frames smaller and less prominent. The player's current world (the only accessible world that hasn't been beaten yet) will have a flashing picture frame, indicating to the player that this is where they should typically head next.

Selecting any of the paintings representing the 6 game worlds immediately takes the player into that game world. If the world hasn't yet been beaten, making this selection advances to the Introduction Transition animation (see TRANSITIONS section) and then to gameplay. The world ends when a player either loses or wins by filling the **Success Meter**. If the world has already been beaten, players can play through the world like before and continue playing to set a high score.

A smaller frame with the words **"TOTAL REMIX"** visible in the frame only appears after the player has beaten the game, by completing all 6 worlds. Selecting this

frame allows the player to enjoy a replay mode where all micro-games from all 6 worlds are mixed together.

Selecting Cinema Replay takes the player to a menu with a list of the various cinematic sequences throughout the game featuring Patchy. Also within this list is a CREDITS button, which immediately fades the game out and begins playing the game's full credits sequence. These are the same as the credits that play upon completion of all 6 worlds. Pressing any button or touching the pen returns the player to the HUB art gallery.

Selecting OPTIONS takes the player to an options screen. This screen allows the player to make any adjustments, including (but not necessarily limited to) music, SFX, and VO volume. Exiting these options returns the player to the HUB art gallery.

Selecting TUTORIAL replays the same tutorial that the player initially sees the first time they begin the game. See the INSTRUCTIONAL TEXT section for more information.

At the bottom right corner of the screen should be a left-facing arrow with a B Button icon in it. Pressing the B button or touching this arrow takes the player back to the title screen.

4) Replay Menu

If the player accesses a painting before its world has been completed (and the painting is accessible), they will transition directly into the introduction animation, and then gameplay.

If the player access a painting after its world has been completed, they will instead be taken to a screen with the following:

HI SCORE
[number goes here. I.E. "27 rounds"]

Endless Remix Mode
Micro-Game Replay

The high score updates to indicate the highest number of rounds the player was able to reach in **Endless Remix** mode. This number is updated only when the player scores a number higher than what was previously displayed there. The number indicates the number of rounds the player survived in that mode.

The player can select either of the two options (**Endless Remix** or **Micro-Game Replay**). Selecting either option advances them to that mode.

At the bottom right corner of the screen should be a left-facing arrow with a B Button icon in it. Pressing the B button or touching this arrow takes the player back to the games HUB screen.

5) Endless Remix Menu Screen

Selecting the **Endless Remix** option from the **Replay Mode** selection screen immediately proceeds to the introduction transition animation, and then gameplay. This mode is identical to the original gameplay mode for this world, with games getting more difficult as gameplay progresses. However, this mode features no **Success Meter**, and it ends as soon as the player fails. The highest round the player is able to reach in this mode will be displayed as the player's **HI SCORE** on the previous **Replay Mode** selection screen.

At the bottom right corner of the screen should be a left-facing arrow with a B Button icon in it. Pressing the B button or touching this arrow takes the player back to the replay mode selection screen for that world.

Please see the REPLAY MODES section for more info on this game mode.

6) Micro-Game Replay Menu

Selecting the Micro-Game Replay option from the Replay Mode selection screen takes the player to a vertically-stacked table of all micro-games contained in this particular game world. The player can select any game from this list, which immediately takes them to the goals screen for that game.

At the bottom right corner of the screen should be a left-facing arrow with a B Button icon in it. Pressing the B button or touching this arrow takes the player back to the replay mode selection screen for that world.

Please see the REPLAY MODES section for more info on this game mode.

6) Micro-Game Goals Screen

Selecting any micro-game from the list in the Micro-Game Replay menu brings up a prompt prior to gameplay that lists three goals, with three **medals**. The layout should be similar to this:

[Bronze medal icon] - 15 rounds
[Silver medal icon] - 25 rounds
[Gold medal icon] - 35 rounds

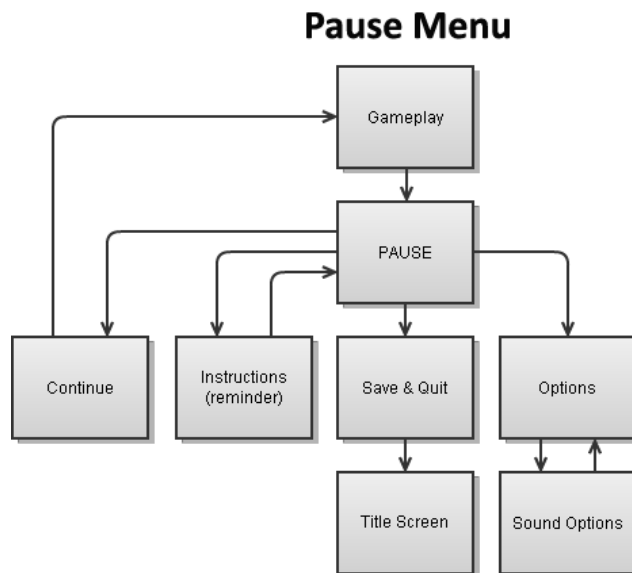
The number of rounds indicated is the requirement for earning that **medal**. Once a **medal** is earned, by surviving to (or beyond) the designated round, it is added next to the game's name in the Micro-Game Replay menu.

There is no interactivity with the goals screen. Pressing any button advances the player past this prompt and takes them to the Introduction Transitions animation, and then to gameplay. In this mode, the player replays the same single game over and over.

Please see the REPLAY MODES section for more info on this game mode.

8) Pause Menu

Following is a flowchart for the game's pause menu, which can be accessed only while in a micro-game or during the transitions between micro-games:



The pause menu includes the following options:

Continue: This unpauses the game and resumes the action.

Instructions: Basically this option pops the hint back up to remind the player, in case they weren't looking when it initially appeared, or forgot what it said.

Save & Quit: Since we only save upon completing a mode, the game doesn't actually save here. However, we call this "Save & Quit" so that the player doesn't worry about losing progress by exiting. Since no data is lost by selecting this option, no confirmation message is required. Selecting this option takes the player out of the current world, and back to the game's HUB screen.

Options: Selecting this option takes the player to any gameplay options we include. At minimum, these will include audio options (music slider & VO slider). Any other options can also be housed on this screen.

5. Gameflow

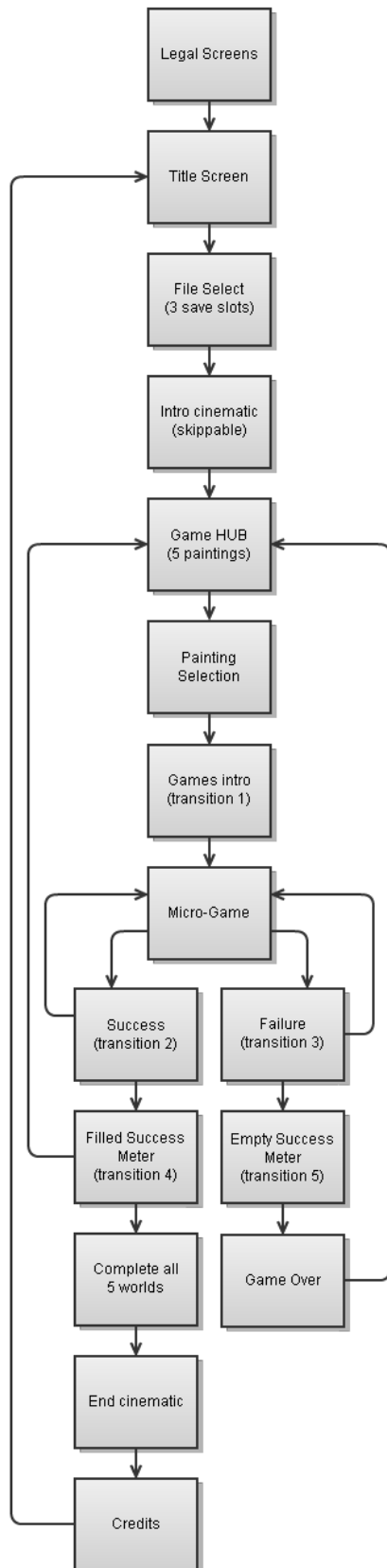
Although the player is tackling a wide variety of game types, which come at random, the game as a whole is linear. The player is initially given access to World 1 only. Once that world is completed, World 2 becomes available. When World 2 is completed, World 3 becomes available, and so on until all 6 worlds have been unlocked.

During gameplay, the player's successes and failures with each micro-game impact their **Success Meter** (see the OBJECTIVES section for more details). When the **Success Meter** has been filled completely, the player engages in a final micro-game, and after successfully completing that, the world is done.

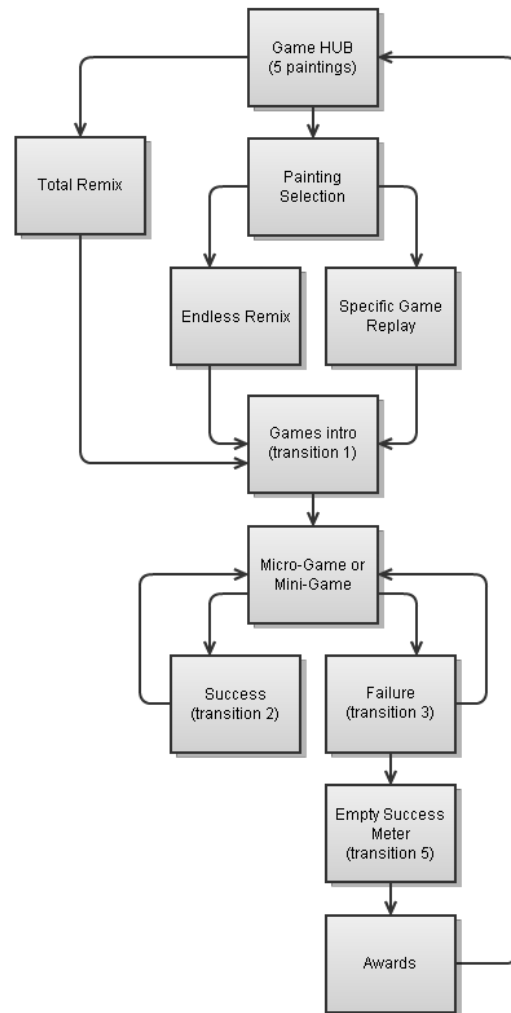
If the **Success Meter** is completely drained, the player fails and the game ends, returning the player to the stage select HUB to try again. The player is free to retry as many times as they wish, however they will be exited to the stage select HUB each time they fail.

Please see the following page for flow chart diagrams of the main game mode, replay modes, and the pause menu. Additional information on the pause menu and replay modes can be found in the MENUS and REPLAY MODES sections.

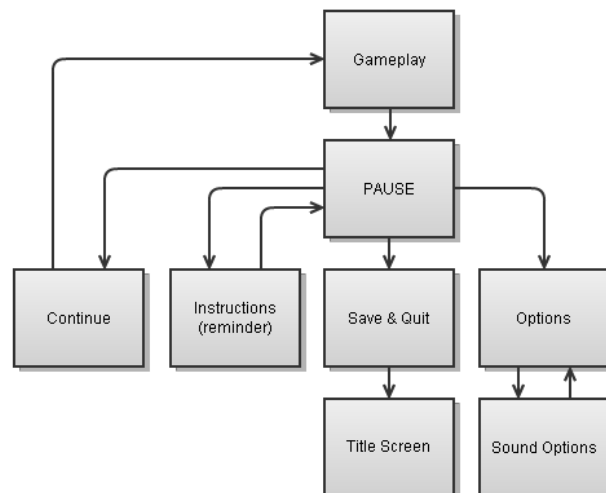
Gameplay Progression



Replay Modes



Pause Menu



6. Instructional Text

Instructional text and text pop-ups should be kept as minimal as possible in this game, to keep the player's head in SpongeBob's world. That said, the following text will be necessary:

1) Tablet connection prompt: In the Wii version of the game, the tablet must be plugged into the player's Wii Remote before the player can begin playing any micro-games. Until that point is reached, the player is free to navigate all menus using just their Wii Remote. Once the player has selected a game world, and a game mode (CONTINUE, **REMIX**, or **ENDLESS**), the following prompt will occur if the uDraw tablet is not plugged in:

Please attach your uDraw tablet to your Wii Remote to continue.

An illustration of how to affix the two will be displayed along with this message. A small B Button icon sits (but does not flash) in the bottom right corner of the message. The message remains onscreen until one of the following conditions is met:

- If the tablet is attached, the message vanishes and the player proceeds to gameplay.
- If no tablet is attached, but the player presses the B Button, the message vanishes and the player is exited back out to the previous menu screen.

2) Tutorial: The first time the player begins the game, following the introductory cinematic but before accessing the game HUB (Patchy's art gallery), a short tutorial will explain to the player how to play this game, using the uDraw tablet or the 3DS (depending on the platform). This tutorial can be skipped by pressing the A button, a flashing icon for which appears at the bottom right of the screen. However, pressing the A button only advances the tutorial one screen, and does not quit it entirely. The tutorial can potentially feature an interactive lesson that takes place after Patchy has described the control method to make sure players learn how it works and perform the action successfully.

Once this initial tutorial is bypassed, the player advances to the game HUB (Patchy's art gallery). The tutorial will not automatically appear after completing it once under each save file. However, a smaller, less prominent framed painting in the game HUB labeled "TUTORIAL" can be selected at any time at that screen, which runs through the tutorial again.

Specific tutorial text and illustrations (which should not run more than 2 to 4 screens per platform) will be included in a future edition of this GDD.

3) Pre-game control prompt: Immediately preceding each micro-game (during the transitional sequences), the player will be shown a 2-frame, animated icon indicating which of the 6 core input mechanics - draw, tilt, tap, drag, press, and flick - is required for that next game. These icons will appear on the bottom half of the screen, coinciding with the text hint (see next item) and played over the transitional animation. The 2 frames of icon animation will show off the action the player will be performing, so that they can prepare (and either put away or take out their pen, as necessary).

Note: Nintendo requirements may impact the appearance, display time, and screen location of these icons.

4) Text hint: Appearing and vanishing at the same time as the control prompt icon, a short (1-4 word) text hint will appear in the center of the screen, immediately preceding each micro-game. These hints give the player an indication of what the micro-game's objective will be (example: **Erase!**).

For a list of these hints, please see the MICRO-GAMES section of this document.

7. Progression and Saving

Each of the game's 6 worlds of micro-games is accessed linearly; the player can't begin to play micro-games in world 2 until world 1 has been beaten first. However, once a world has been accessed, the player can replay any games they've accessed in a variety of secondary modes. Anytime the player completes a world, sets a high score, or **earns a medal**, the game automatically saves that accomplishment at the moment of its completion.

All progress saving in this game is handled automatically. The following information is saved:

- 1) Which micro-games have ever been played (can be saved at end of mode)
- 2) Which worlds have been completed*
- 3) The high score is set for any world's remix mode
- 4) Any **medal** is earned in a game's replay mode**
- 5) A game file is created
- 6) A game file is copied
- 7) A game file is deleted

*Which characters idle in the game's HUB is also saved, but determined by this (so it doesn't need to be saved individually).

**New art gallery pieces earned in the game's HUB is also saved, but determined by this (so it doesn't need to be saved individually). Any associated unlockables (in the Art Studio, for instance) are also saved at this time. Art Studio work may be saved to an SD Card. This is not automatic, but players will be prompted to save upon attempting to exit without saving.

No other situations should require the game to save progress, or adjust any existing save files.

8. Cinematics

The game's cinematic sequences occur at key moments through the game, to give a story rationale to the crazy events. Each cinematic is primarily live action, featuring Patchy the Pirate in his home.

Following is a breakdown of the game's cinematics. The events described in each are subject to change, as we work on the stories and scripts with THQ and Nickelodeon.

Cinematic 1: Game Introduction

Placement: After selecting a file / before accessing the HUB

Length: TBD

Description: At his home in Encino, CA, Patchy is hosting a get-together. Although Patchy is joined only by Potty, it's a very classy event, complete with smoking jackets and bubble pipes. After some refreshments, Patchy makes an announcement about his latest art acquisitions, in his one-wall art gallery. He turns to the camera (audience) to invite us to become junior members of the SB Fan Club. As new recruits, we are presented with the honor of providing a new painting for the art gallery. Patchy recommends diving in to his paintings to seek inspiration...

NOTE: Nickelodeon has vetoed the idea of the characters actually getting sucked into the paintings. We will be rethinking the following scenes to make that adjustment, once we are locked into Patchy for the game's cinematics.

Cinematic 2: World 1 Completion

Placement: After completing World 1 / before re-accessing the HUB

Length: TBD

Description: Patchy chats with the camera after the first character (Mr. Krabs) has been pulled out of the painting.

Cinematic 3: World 2 Completion

Placement: After completing World 2 / before re-accessing the HUB

Length: TBD

Description: Patchy chats with the camera after the second character (Squidward) has been pulled out of the painting.

Cinematic 4: World 3 Completion

Placement: After completing World 3 / before re-accessing the HUB

Length: TBD

Description: Patchy chats with the camera after the second character (Gary) has been pulled out of the painting.

Cinematic 5: World 4 Completion

Placement: After completing World 4 / before re-accessing the HUB

Length: TBD

Description: Patchy chats with the camera after the third character (Sandy) has been pulled out of the painting.

Cinematic 6: World 5 Completion

Placement: After completing World 5 / before re-accessing the HUB

Length: TBD

Description: Patchy chats with the camera after the fourth character (Patrick) has been pulled out of the painting.

Cinematic 7: Game Conclusion

Placement: After completing World 6 / before the end credits roll

Length: TBD

Description: Patchy celebrates after the final character (SpongeBob) has been pulled out of the painting. He thanks them all for visiting, then flushes them down the toilet, returning them to their home.

Cinematic 8: Game Epilogue

Placement: After the end credits roll / before returning to the title screen

Length: TBD

Description: Patchy is surprised that the player is still in his house, and asks them to leave.

More specific details and a script for all cinematics will be included in a future edition of this GDD.

9. Transitions

Short, semi-animated sequences occur before, between, and after each micro-game. These sequences begin with the character of each world reacting to the art

style they're now in, and are used to help indicate to the player their success or failure in the previous micro-game. Each world uses its own art style for these transitions, and each world features its own character (both noted in the table later in this section).

Following is a breakdown of transition types:

1) Introduction / Anticipation: This introductory sequence involves the character adapting to their new game world (and art style).

Played: Before beginning the first micro-game in any mode

Approximate length: 8 seconds

2) Single win: This short sequence involves the character expressing happiness at succeeding (something like a fist pump, but varied per character).

Played: After succeeding at any micro-game in any mode

Approximate length: 2 seconds

3) Single loss: This short sequence involves the character expressing disappointment at failing (something like a face palm, but varied per character).

Played: After failing at any micro-game (main game mode only)

Approximate length: 2 seconds

4) Total win / Exit: This sequence begins with the player expressing happiness, similarly to the Single Win, but with even more enthusiasm and fanfare.

Played: After succeeding at any micro-game, when the **Success Meter** is filled (main game mode only)

Approximate length: 5 seconds

5) Total loss / Game Over: This sequence involves the character expressing extreme disappointment at failing completely (such as sitting down to pout or fainting, but varied per character). There should also be a sense of the game's rapid momentum slowing to a stop, or running out of steam, in this sequence - the end of the excitement.

Played: After failing at any micro-game, when the **Success Meter** is completely drained (main game mode). After failing at any micro-game (replay modes).

Approximate length: 5 seconds

Following is a list of which transitions are needed for the game:

WorldCharacter	Art Style	Transition Type	Length (Approx.)
World 5Patri	Punk	Introduction	8 seconds

ck			
World 5Patrick	Punk	Single win	2 seconds
World 5Patrick	Punk	Single loss	2 seconds
World 5Patrick	Punk	Total win	5 seconds
World 5Patrick	Punk	Total loss	5 seconds
World 6SpongeBob	8-Bit	Introduction	8 seconds
World 6SpongeBob	8-Bit	Single win	2 seconds
World 6SpongeBob	8-Bit	Single loss	2 seconds
World 6SpongeBob	8-Bit	Total win	5 seconds
World 6SpongeBob	8-Bit	Total loss	5 seconds
World 2Squidward	B-Movie	Introduction	8 seconds
World 2Squidward	B-Movie	Single win	2 seconds
World 2Squidward	B-Movie	Single loss	2 seconds
World 2Squidward	B-Movie	Total win	5 seconds
World 2Squidward	B-Movie	Total loss	5 seconds

World 4Sand y	Comic Book	Introduction	8 seconds
World 4Sand y	Comic Book	Single win	2 seconds
World 4Sand y	Comic Book	Single loss	2 seconds
World 4Sand y	Comic Book	Total win	5 seconds
World 4Sand y	Comic Book	Total loss	5 seconds
World 1Mr. Krabs	Sketch Bob	Introduction	8 seconds
World 1Mr. Krabs	Sketch Bob	Single win	2 seconds
World 1Mr. Krabs	Sketch Bob	Single loss	2 seconds
World 1Mr. Krabs	Sketch Bob	Total win	5 seconds
World 1Mr. Krabs	Sketch Bob	Total loss	5 seconds

During each of these animations (between any two micro-games), the following art and information is displayed over these sequences:

- **Success Meter**
- **Text tip for next micro-game**
- **Input mechanic graphic for next micro-game**

Each of these elements will be varied visually per world, to match the unique art style.

Each world will provide a unique scenario in which the characters are presented in the specific style. The following is an example of possible transition scenarios:

World 1 (Sketch Bob): A scene featuring the Krusty Krab and Mr. Krabs in Sketch style is presented. Mr. Krabs is outside welcoming customers. Upon winning a micro-game, customers enter the restaurant and a \$ appears above Mr. Krabs. Upon loss, customers could walk past the entrance.

World 2 (Movie Poster): Squidward in Movie Poster style is dramatically running from a shadowy figure, wielding a rusty spatula. When losing a micro-game, the shadowy figure could gain ground on Squidward, but upon completion of the world, the figure could be revealed as Patrick and Spongebob in a poorly made costume playing a prank. This could take place with a silhouette audience at the bottom of the screen, as if they are watching everything take place within a movie.

World 3 (Simply Bob): This world features abstract bikini bottom floral patterns and a silhouette shape of Gary. Upon winning a micro-game, the screen could shower with beautiful effects and shifting colors. Upon losing, the screen could temporarily darken or go grayscale, with effects slowing down, and the silhouette Gary turning sad.

World 4 (Comic Hero): Super Sandy is chasing down criminals, making headway based on the player's success. (Perhaps Plankton is scurrying away with a Krabby Patty?)

World 5 (Punk): Patrick is crowd surfing enthusiastically at the punk show. Upon winning a micro-game, Patrick could launch high into the air and be caught. Upon losing a micro-game, the crowd could buckle under the heavy weight of Patrick.

World 6 (8-Bit): SpongeBob and Gary are seen in a pixelated video game world! SpongeBob hops over pits and hazards as the player wins micro-games, gradually progressing through a mock level.

10. Objectives, Success and Failure

This game uses a **Success Meter**, rather than a lives system, to determine success and failure. The **Success Meter** is used to determine a player's progression. Specifically, it informs the player how close they are to completing the current world.

On each transition screen, the meter can be seen as a large horizontal bar at the bottom of the screen. This bar will be themed visually to each specific world. At the start of gameplay, the **Success Meter** is filled to about 30%. Upon each successfully completed micro-game, the meter fills approximately 5%. (All percentages are variable so we can adjust the difficulty according to world or mode.) The **Success**

Meter value can be seen fluctuating and adjusting its fill between games, and is constantly wavering a bit, even when at a static value, to increase the excitement. Upon losing a micro-game, the meter should deplete by 10% (failure has a greater impact on the meter than success).

If the **Success Meter** depletes completely, the game ends and the player is taken out of gameplay, returned to the game HUB selection screen.

If the **Success Meter** fills to 100%, that world is successfully cleared. The final transition animation plays, and the player is returned to the game HUB selection screen, where that world's character is standing outside of their painting, and a new painting is now flashing (available to the player).

This **Success Meter** is used throughout the game, and is entirely flexible for different difficulties and modes by simply adjusting the percentages by which the meter fills and depletes. The meter overlaps all transitional animation sequences, along with the text hint and gameplay input icon.

11. Secondary Gameplay Modes

The main game mode takes the player through all 6 worlds. In each world the player is required to beat enough micro-games to fill up their **Success Meter**, at which point their character exits the world and the player moves on to the next world.

In addition to the main game mode, the following secondary gameplay modes also become available to the player over the course of the game. Please see the MENUS section for more information on the access of these modes.

1) **Endless Remix Mode**

Unlocked: This mode gains additional micro-games after each world is beaten, and turns into Total Remix upon game completion.

Accessible: From the game's HUB.

Description: This replay mode is similar to the standard gameplay, except that there is no **Success Meter**. Instead, the player continues playing games, with increasing difficulty per round, until they fail once, at which point the mode ends.

Results: Once the player has failed, the number of rounds they survived will be recorded, as their HI SCORE for that world. The player can access and replay this mode as often as desired, and the HI SCORE will always reflect the highest round number ever achieved in this mode, in that world.

Awards:

2) **Micro-Game Replay Mode**

Unlocked: This mode becomes unlocked in each world, after the world has been beaten.

Accessible: From the replay menu within each world.

Description: Selecting this mode brings the player to a table with all micro-games in that world listed by name and selectable. Once the player selects a game, a screen will appear showing three medals, and the conditions (number of rounds) required to survive in order to earn those medals. Following this screen, the player will play the specific micro-game (and only that game) repeatedly, with increasing difficulty per round, until they fail once, at which point the mode ends. As with the **ENDLESS REMIX MODE**, there is no **Success Meter** here.

Results: Once the player has failed, they will be returned to the micro-game selection screen. If the player has met the condition of any **medals**, those **medals** will appear to the right of the game's title in the table. All earned **medals** will appear; so if the player meets the condition for **gold**, then all three **medals** will be displayed next to each other. The color of the table box in which the game is listed will also be recolored when the player has earned any **medal** for that game.

Awards: Earning **bronze, silver, or gold medals** across all games in any world will recolor the picture frame of that world. See the UNLOCKABLES section for more info.

3) **Total Remix Mode**

Unlocked: This mode becomes unlocked (and appears as a painting in the HUB) once all 6 worlds have been completed.

Accessible: From the game's HUB (Endless Remix becomes "**TOTAL REMIX**").

Description: This mode works identically to the **ENDLESS REMIX** mode per world, except that it pulls in any games, shuffled at random, from all 6 worlds.

Results: The HI SCORE for this mode is displayed after accessing the mode, before gameplay begins.

Awards:

4) **Art Studio**

Unlocked: This mode is unlocked from the start of the game.

Accessible: From the game's HUB (painting labeled "**ART STUDIO**").

Description: This mode allows the player to access a variety of black and white line art of the SpongeBob characters, and use the pen (uDraw) or stylus (3DS) to color the characters. Players may also select from a variety of scenes in which they can place SpongeBob related stamps, or can draw on a blank background if they choose.

Results: If technically feasible, the player will be able to save out their colored artwork for later access, and possibly printing on a PC (using the Wii's and 3DS's SD card).

Awards:

Please see the GAMEFLOW section for a flow chart showcasing how replay modes are accessed and function in relation to the rest of the game.

12. Unlockables

Following is a breakdown of any unlockables and extras in the game. Additional unlockables may be added to this document as development progresses.

1) Earning Medals: After each world has been completed, the player is returned to the art gallery HUB. If the player revisits a previously-beaten world and engages in the GAME REPLAY mode, they can earn **medals** in each of that world's micro-games. These **medals** (later to be re-themed to the SpongeBob brand) are the equivalent of **bronze, silver, and gold**.

2) Art Studio Extras: After each world has been completed and the player is returned to the art gallery HUB, the player can engage the Replay Mode. From here, players can play individual micro-games and set high scores based on how many repetitions they can complete. As the player sets high scores within these micro-games, they will unlock new stamps and coloring book pages. Coloring book pages consist of new line art or backgrounds for the player to color in or places stamps on. As the player unlocks new stamps and pages by setting high scores in individual micro-games, a "NEW!" marker will appear over the most recent additions which have not yet been seen. Stamps can be matched to the specific world from which they were earned, so if a player does very well in the Punk microgames, they will have a variety of Punk stamps at their disposal.

13. Input Mechanics

All micro-games involve one of the following input mechanics. No games will require more than one of these mechanics, and the player will be given a visible indicator before each micro-game begins, indicating which mechanic is required.

Mechanic	Description	Platform
Draw	Draw lines with the pen or stylus	3DS/Wii
Tilt	Lean and tilt the pad/system on the X and Y axes	3DS/Wii
Tap	Touch with the pen/stylus	3DS/Wii
Drag	Touch with the pen/stylus and drag, keeping the pen/stylus held down	3DS/Wii
Press	Press down with the pen, causing the pen's nib to recede	Wii only
Flick/Fire	Touch with the pen/stylus, then quickly 'flick' off the touch pad in a direction	3DS/Wii
Slide Pad	Use the analog control to play games that accentuate depth	3DS only

1) Draw: This mechanic involves pressing the pen to the tablet, then dragging to pen to create a line in the game. Typically games featuring this mechanic will add

(paintbrush) or remove (eraser) art from the screen. The win condition is typically adding or removing enough art, in a specific location, before time runs out.

2) Tilt: This mechanic requires no pen. The player holds the tablet and leans it forward, backward, left and right. Typically games featuring this mechanic involve an object sliding around onscreen, guided by the way the player tilts the tablet, as if the object were actually rolling around on the tablet. The win condition is typically rolling one or more objects into a goal, or away from a hazard, before time runs out.

3) Tap: The simplest mechanic, tapping involves pressing the pen down on the tablet, usually without any emphasis on how long or hard the pen is pressed. Typically games featuring this mechanic involve touching one or more objects onscreen, sometimes in a specific order. The win condition is typically touching the desired objects, while avoiding the undesired ones.

4) Drag: This mechanic works similarly to the DRAW mechanic. However, the player is not producing or removing art onscreen. Typically games featuring this mechanic involve pressing the pen over an object, then while keeping the pen pressed, moving it across the tablet, essentially 'dragging' an object or character. The win condition is typically dragging one or more objects toward or away from other objects onscreen.

5) Press: This mechanic is only represented in a handful of micro-games, as this mechanic is exclusive to the uDraw tablet (and reportedly not supported on the 3DS). The player presses the pen to the tablet, and the result changes based on how hard the player presses (causing the pen's nib to recede into the pen). Typically games featuring this mechanic involve finding a 'sweet spot' of pressure, so that the player is not pressing too lightly or too hard. Other games may involve pressing at specific moments, or pressing and holding down for a minimum amount of time. The win condition can be related to any of these actions. Some of these microgames may work on the 3DS without pressure sensitivity. An alternate form of Press microgame is sometimes presented to players in which they must hold the pen upside-down and press the tip with their thumb.

6) Flick/Fire: The final Wii mechanic is similar to a TAP, except that after tapping the screen, the player quickly rotates the pen in their hand, to create a 'flicking' sensation as it comes off the tablet. Typically games featuring this mechanic involve touching an object, then performing the flicking motion in a specific direction, with a specific amount of force, to move the held object to the desired goal. The win condition is typically flicking the moveable object into the goal, or repeatedly flicking an object, to keep it moving until it reaches the goal.

7) Slide Pad: This unique mechanic is not represented in the Wii uDraw tablet version of the game. The 3DS version of the game will feature differing visuals, to

take advantage of the system's true, glasses-free 3D. The Slide Pad analog control on the 3DS will be used to play 3DS specific games where depth is accentuated.

14. Platform Differences (Wii vs. 3DS)

Although the majority of the micro-games, and the game structure as a whole, will be identical between the two versions of the game (3DS and Wii uDraw), each platform will also feature unique games exclusive to that system.

On the Wii version of the game, these micro-games make use of the PRESS gameplay mechanic. This mechanic involves pressing the pen down with a specific level of pressure. As pressure sensitivity is a feature supported by the uDraw peripheral, but not the 3DS touchscreen, these games are exclusive to the Wii version of the game.

Games exclusive to the 3DS version of the game will make use of the SLIDE PAD analog control. This method involves using the 3DS-unique mechanism to control gameplay by pushing the pad in the proper direction with varying levels of sensitivity.

In regard to story, cinematics, and overall presentation, both versions of the game will be identical. The variation between the two will only come through unique micro-games and/or gameplay modes.

15. Micro-Games

Following is a basic overview of our 100+ micro-games. As development progresses, these games may be adjusted, and new games may be added to this list.

SpongeBob Wii & 3DS Micro-Games list

Game 01 "A Poorly Drawn Pineapple"

Theme: SketchBob

Concept: Erase larger object to reveal smaller object hidden underneath.

Input type: Draw

Description:

- Begin with large green object in the middle of the screen (maybe a circle, 50% the screen's width and height)
- Player can use pen object to 'erase' the larger object. Erasing is done dynamically (deleting pixels in the large circle, same as when using eraser tool in Photoshop) with a fixed width (pretty thick) to the erasing.

- Underneath the circle, put a smaller blue circle (maybe 1/4 of the large circle's size). This second, tiny circle is only revealed as the larger one is erased over it.
- Neither circle moves during the entire micro-game.

For reference: An underwater scene featuring a magic pencil style pineapple is shown, with the instruction "Erase!" displayed. Players must use the stylus to erase away parts of the pineapple, revealing Doodlebob underneath it. When 80% or more of the pineapple is gone, the game is won. The win is confirmed by Doodlebob becoming shocked and beginning to flee. If not enough of the pineapple is erased, the microgame is lost. The eraser size could be changed for varying difficulty.

Hint: Erase!

Win condition: Player erases area over smaller circle ENTIRELY (no green pixels left overlapping the blue circle).

Lose condition: Fail to remove all green pixels from over blue circle when time runs out.

Additional notes: The microgame outlined in "A Poorly Drawn Pineapple" seems like a good match for this. The large green circle can instead be a pineapple house, and the smaller blue circle can be a character (perhaps Doodlebob?) that is revealed beneath.

Game 02 "Sea is for Coloring"

Theme: Comic Hero

Concept: Rapidly fill in (draw over) a large object, or multiple smaller objects.

Input type: Draw

Description:

- Make a large blue circle-shaped outline (empty in middle) that's in the center of the screen, about 50% the screen's width and height.
- Using the pen, the player can draw a green line (fixed width, pretty thick) anywhere onscreen. They can draw as much lines as they want, and the lines overlap fine (creating a larger, same-colored mass), the same as using the paintbrush tool in Photoshop.
- The outline always takes priority over the drawn lines (so the player keeps that shape visible onscreen). The lines take priority over everything else onscreen, though.
- The player cannot erase, only draw more lines.

A black and white line drawing of a character (a random choice out of three or so for the final game?) is displayed on a drawing pad background. Players must colors over and fill in at least 80% of the character before the game ends.

Hint: Color!

Win condition: The player fills at least 80% of the shape's inside with lines.

Lose condition: The player fails to fill at least 80% when time runs out.

Additional notes:

- There is no penalty for drawing outside the lines. Those part of the lines just don't count toward filling up the shape.

Game 03 “No. 2 Panic”

Theme: Comic Hero

Concept: Draw quick lines underneath falling objects to make them bounce back up rather than splatting (creating trampolines).

Input type: Draw

Description:

- Small blue circle objects (each about 1/10 the screen's width) begin falling from the top of the screen.
- At any moment, 3 to 5 objects should be falling. They should fall from various horizontal positions, and should fall pretty slowly (making them easy to react to).
- The first few objects should fall one after the other (rather than all at once) so that the player isn't bombarded with objects until a second or two into the game.
- Each object will fall straight down until it passes offscreen, unless it's bounced back up.
- The player can draw short green lines with the pen.
- Each green line is a fixed width AND length, so wherever they start drawing from, it will only be about 2x the width of the falling objects. Drawing beyond that produces no line.
- To create another line, the player must lift the pen back up and place it back down to create the next line.
- Each line will remain onscreen for 2 seconds. The first 1.5 seconds, it will have collision. The last 0.5 seconds, it will fade out (during which time it has no collision).
- A falling object that collides with the line when it has collision bounces that object back up in the air. It should bounce up near the top of the screen then fall back down again.
- The player must continue bouncing objects back up to keep the game going.
- At the bottom of the screen should be a short ground plane. If an object reaches the ground plane without being bounced back up, it will SPLAT on the ground.

Pencils are falling from the sky, while a panicked looking SpongeBob paces the bottom of the screen. (Minimal or cheesy animation is fine, his feet could even be cropped off by the bottom of the screen.) The player must draw a line as a shield to block the pencils from reaching the bottom of the screen. If a pencil does reach the bottom of the screen, the screen shakes and the game is lost.

Hint: Draw Barrier!

Win condition: Keep bouncing objects back up with trampoline lines until time runs out.

Lose condition: Allow any object to SPLAT on the ground.

Additional notes:

- Programmer should feel free to simplify the line/collision as necessary. It doesn't need to be completely dynamic if it's easier to always have the same line width, same collision, same angle, etc. As long as the line begins where the pen touches down, and generally draws in the direction the pen moves after touchdown, it's close enough. There's no need for 100% line accuracy here unless it's something we're already getting from other coding.

Game 04 "Ship Shape"

Theme: Punk

Concept: Trace a shape carefully within the lines, to reveal a character made from that shape.

Input type: Draw

Description: The player is presented with a notepad on which there is the outline of a shape. Each shape corresponds to a different character that will be revealed for the victory picture. For instance, if the player traces a circle, it may be revealed as Sandy's helmet. A rectangle could be the outline of SpongeBob. The player must trace the shape within the lines to reveal the full picture!

Hint: Trace!

Win condition: Player traces the shape completely before time runs out!

Lose condition: Player fails to trace within the lines, or does not complete tracing before time runs out.

Additional notes: The victory picture should retain the player's tracing, so if they drew a somewhat sloppy rectangle, SpongeBob would be made from it.!

Game 05 "Booty Burial Ground"

Theme: Movie Poster

Concept: Player must cover object by drawing over it.

Input type: Draw

Description: A sandy beach scene is displayed with The Flying Dutchman and his ghost ship hovering in the background. Both have an eerie green glow around them. On the ground in the sand is a treasure chest. The player must draw over the chest to cover it in sand, until it is no longer visible (buried) under the sand. When the treasure is mostly covered, The Flying Dutchman and his ship fade away to confirm the victory, and Patrick walks by over the treasure, oblivious.

Hint: Bury!

Win condition: The player successfully buries the treasure before time runs out.

Lose condition: The player fails to bury the treasure before time runs out.

Additional notes: The victory should take place when 90% or more of the treasure is covered.

Game 06 “Sting or Swim”

Theme: 8-Bit

Concept: Draw a circle around valid objects, but not around invalid objects.

Input type: Draw

Description: A scene of a Bikini Bottom jellyfishing field is displayed on screen, with numerous jellyfish jumbled about. Some jellyfish are moving slowly in a random direction, and others are completely stationary. Players must circle the moving jellyfish, without circling any still ones.

Hint: Circle Movers!

Win condition: Players circle all of the moving jellyfish before time runs out.

Lose condition: Players fail to circle all of the moving jellyfish, or circle a stationary jellyfish before time runs out.

Additional notes:

Perhaps if players circle a stationary jellyfish, the screen can flash inverted colors, representing the sensation of being stung.

Even though the player is looking for motion, I think it's important to have some visual distinction between the ones we want them circling, and the ones we don't want them circling. Something like a different pose (animating/swimming ones vs. ones sleeping/leaning back).

Game 07 “Signature Sponge”

Theme: Movie Poster

Concept: Draw anything in a specified zone to win.

Input type: Draw

Description: A delivery fish stands, holding a package up to the screen. On the package is a paper, with a zone for the player to sign in. (Perhaps make it really obvious, with a pointing finger and big blank zone.) The player must write something in the box to sign for it, and win! Upon winning the package zooms up to the camera to reinforce the victory.

Hint: Sign for it!

Win condition: The player writes enough in the specified zone before time runs out.

Lose condition: The player does not write enough in the specified zone before time runs out, or writes nothing.

Additional notes: Require the player to draw a certain amount before counting it as a signature so they can't just tap and make a small dot. (A SpongeBob delivery boy reference pic is in the Concept Thumbnails folder, “Signature_Sponge.png”)

Game 08 “Snail of a Trail”

Theme: SketchBob

Concept: Trace over existing line, without going off that line.

Input type: Draw

Description:

- Gary the Snail has gotten loose and SpongeBob must locate him, by tracking a trail of slime on the ground.
- The stage is set up with SpongeBob's pineapple house at the bottom left corner of the screen, door wide open. A trail of slime leads away from the house in curves, with Gary sitting at the end of the trail. Most of the screen is sand (in a 3/4 perspective) with occasional bushes or rocks that Gary has navigated around, to spruce up the environment.
- SpongeBob is the player's avatar and is stuck to the path, in front of the door.
- The player must touch SB with the pen, then drag him along Gary's path. As long as the player stays on the path, SB will move as the player leads them on the path. If the player moves the pen in the wrong direction, getting off the path, SB will stop moving and wait in place (looking worried, because Gary is missing) until the pen returns to him. The player does not need to pick up the pen and replace it to start moving SB again, it can all be within a single drag.
- The player must get SB to Gary before time runs out. If they do this, SB and Gary will hug (become a combined piece of art) when the two touch.
- A very small icon (maybe a magnifying glass?) should be displayed attached to the player's cursor when the pen is hovering or not over SB, to indicate to the player when the pen is in relation to the screen. This icon should vanish each time SB becomes active and the player is moving him.

Hint: Connect!

Win condition: Player moves SB along path to reach Gary before time runs out.

Lose condition: Time runs out before SB reaches Gary.

Additional notes:

- X

Game 09 "Muster up Ketchup"

Theme: SketchBob

Concept: Paint over an object to decorate it and win.

Input type: Draw

Description: A Krabby Patty without the top bun off to the side is displayed. The player must draw on the patty to squeeze ketchup on it! (A squeezey ketchup bottle icon hovers over wherever the player draws.) After the burger is topped with enough ketchup, the top of the bun will rotate and position over it, and then drop down onto the burger to confirm your victory.

Hint: Squeeze it on!

Win condition: The player puts enough ketchup on the Krabby Patty.

Lose condition: The player fails to put enough ketchup on the Krabby Patty before time runs out.

Additional notes:

Game 10 “Getting the Drift”

Theme: 8-Bit

Concept: Object stuck in center of pad, another object free to slide around. Tilt to make sliding object overlap with the pinned object.

Input type: Tilt

Description: An outline of SpongeBob in a pose is shown, with an actual SpongeBob graphic on screen being controlled by the tilt of the uDraw Tablet. Players must tilt the tablet to align SpongeBob with the outline.

Hint: Align!

Win condition: The player lines up SpongeBob with the outline momentarily so it snaps on to the outline, confirming victory.

Lose condition: The player fails to align SpongeBob with the outline before time runs out!

Additional notes:

- X
- x

Game 11 “Patrick’s Party Trick”

Theme: Comic Hero

Concept: Tilt to keep tall object standing upright. If it leans too much in any direction, it falls over.

Input type: Tilt

Description: Patrick is balancing a jellyfishing net over his head, which is slowly beginning to tip over. The player has to tilt the uDraw Tablet to adjust Patrick’s angle and prevent it from falling over.

Hint: Balance!

Win condition: The player balances the net for the duration of the microgame.

Lose condition: The player does not maintain balance, and the net falls over at any time.

Additional notes:

Game 12 “Selfish Shellfish”

Theme: Punk

Concept: Tilt to roll a 2D rolling object through a maze, reaching the bottom of the screen.

Input type: Tilt

Description: An over-sized gold doubloon of some sort is in a 2D maze. The player must tilt the maze to roll the coin out of the maze and have it reach Mr. Krabs underneath.

Hint: Tilt!

Win condition: The player rolls the coin out of the maze.

Lose condition: The player fails to roll the coin out of the maze before time runs out.

Additional notes: It would be great to have three different maze possibilities to keep it different and fresh each time. (Check Microgame_12_1.png in Concept Thumbnails for a visual.) Maybe we should make the doubloon be Mr. Krabs' oversized lucky dime from the episode "Can You Spare a Dime?"

Game 13 Three Cheers for Krabs

Theme: SketchBob

Concept: Tilt to make player object roll over (collect) all other objects.

Input type: Tilt

Description:

- Patrick is walking around town one day when he trips, instantly starting to roll around like a big ball.
- The environment is a small area of the city (or any exterior environment with a few various buildings/objects that act as obstacles).
- The player tilts their pad to 'roll' ball-Patrick in any direction.
- The ball has a specific maximum roll speed to keep gameplay manageable.
- Also in the environment are several of Patrick's friends (SB, Squidward, Mr. Krab, Sandy).
- The goal is to roll Patrick over all characters in the environment before time runs out. Each time Patrick rolls over a friend, they get caught in the ball with him. Once the last friend is rolled over, all 5 characters separate and fall on their rumps, and Patrick finally stops rolling.
- If Patrick bumps into a collision (building, obstacle) it stops the ball, and the player must tilt around the obstacles to get past it.
- The ball has a very slightly increasing velocity - when it rolls continuously in one direction (or a close direction) for more than 1 second, its top speed will max out at 1.5x its initial full tilt speed.
- Concept was proving a bit too complex for microgame; simplified concept is as follows:

By tilting the uDraw Tablet, the player controls a rolling ball with Pearl Krabs standing on it. Pearl is standing on the ball in a cheer uniform holding her Pom-poms. The player must roll over three Krabby Patties to win the game. For added difficulty, there are randomly positioned rocks that serve as an obstacle which the player can bounce against.

Hint: Nab Patties!

Win condition: The player collects all three Krabby Patties.

Lose condition: The player fails to collect all three Krabby Patties before time runs out.

Additional notes:

Game 14 "Rolling with my Homies"

Theme: Squared

Concept: Roll multiple objects into multiple goals (without hazards).

Input type: Tilt

Description: The player is rolling around three balls on a board. One ball is yellow with a Spongebob face on it, another is pink with a Patrick face, and the last one is pale green with a Squidward face. There are three holes that correspond to each color, marked by a colored ring and a billboard cut-out of each character's home. The player must roll each ball into the respective holes.

Hint: Roll home!

Win condition: The player rolls each ball into its respective hole before time runs out.

Lose condition: The player fails to roll each ball into its respective hole before time runs out.

Additional notes: It should be impossible to roll the ball into the wrong hole, it'll just act like a flat surface. (This game might require real 3D objects with a texture on them for the balls.)

Game 15 "Spatula Splat Spat"

Theme: Movie Poster

Concept: Tilt left or right to make player object slide left or right (only on that axis) to avoid hazards falling straight down from top of screen.

Input type: Tilt

Description: We see a view of table that has Plankton on it, along with a view of Mr. Krabs in the background, wielding a spatula. Mr. Krabs is trying to flatten Plankton with the spatula, so the player must tilt to avoid being crushed. Mr. Krabs will move the spatula in different places (casting a shadow to show where it will hit) and then bringing it down with a slam.

Hint: Avoid!

Win condition: The player goes the duration of the microgame without being crushed.

Lose condition: Mr. Krabs crushes Plankton with the spatula.

Additional notes:

- X
- x

Game 16 "Flying Squirrel"

Theme: Comic Hero

Concept: Tilt to rotate a wide object around and navigate through a gap in the wall.

Input type: Tilt

Description: We see a behind view of Sandy riding on a hang-glider. The player can tilt the uDraw Tablet to adjust the angle of Sandy. She is flying toward an angled gap, and the player must tilt to allow her to fit through it.

Hint: Tilt!

Win condition: The player properly angles the hang-glider so Sandy makes it through the gap.

Lose condition: The player does not angle properly and crashes into the wall.

Additional notes:

Game 17 "Boulder Me Over"

Theme: Movie Poster

Concept: Object is precariously balanced. Do not tilt at all to prevent it from falling (hold pad still until time runs out).

Input type: Tilt

Description: A scene of a cliff edge with a large boulder is displayed, with Squidward unfortunately placed below. If the player tilts the uDraw Tablet at all, the boulder falls and lands on Squidward.

Hint: Don't Move!

Win condition: If the player does not tilt the tablet for the duration of the microgame, they win.

Lose condition: If the player tilts the uDraw Tablet, the boulder will fall and the game is lost!

Additional notes: The game is not lost until Squidward is squashed! If the boulder falls at the very last moment, it could still be counted as a win.

Game 18 "TBD" (Plankton's Dreamy Revenge)

Theme: Movie Poster

Concept: Rapidly shake tablet until all objects onscreen are destroyed from the shaking.

Input type: Tilt

Description:

- Plankton is having an evil dream. At the (VERY) bottom corner of the screen, we see him sleeping in bed and dreaming, as signified by a dream cloud, which takes up most of the rest of the screen. Note that you should only have to draw the dream cloud border in that corner to separate Plankton from the dream. It doesn't need to be drawn around all borders (unless that looks more appealing visually).
- In the dream bubble, we see a city from a dramatic sideview, with skyscrapers and tall buildings. It's dramatically lit and the camera is a low angle.
- Behind the buildings, a HUGE Plankton stands, towering over the buildings.

- When the player shakes the pad, the entire screen shakes and rumbles, and Plankton also laughs. This is a laughing state (not a laugh per shake) so if the player shakes continuously, he'll keep laughing.
- The concept here is that his laughing is so powerful, it causes earthquakes.
- As he laughs and the world shakes, the buildings start crumbling apart, one after the other. Buildings crumble based on the overall force the player uses (strength of shake and number of shakes). So fewer harder shakes do as much damage as more softer shakes. The environment should also rumble and shake accordingly, with the most intense visual and audio rumbling saved for the most intense shaking.
- The goal is to destroy all buildings before time runs out.

Win condition: All buildings are destroyed from shaking before time runs out.

Lose condition: Not all buildings are destroyed from shaking before time runs out.

Additional notes:

- More or less buildings could be added to vary the difficulty.
- x

Game 19 "Patrick-or-Treat"

Theme: SketchBob

Concept: Object slides in from any edge of the screen. Tap it to make it go away before it reaches screen center (hand trying to steal object).

Input type: Tap

Description: A scene is displayed with a cookie in the center of the screen. Slowly from the left or right side of the screen (randomly chosen), Patrick's hand will creep into the scene towards the cookie. The player must use the tablet pen to tap over the hand and slap it away, off screen. Immediately after, the hand will appear again (on either side) to reach for the cookie once more. This is repeated until the microgame has ended.

Hint: Hands off!

Win condition: Patrick's hand does not reach the cookie for the duration of the microgame.

Lose condition: Patrick reaches the cookie.

Additional notes:

- X
- x

Game 20 "TBD" (Puffing Patrick)

Theme: Punk

Concept: Repeatedly tap object to build up a pressure and pop it (inflate).

Input type: Tap

Description:

- Patrick is shown in a close view (bust) from a sideview. He's got his mouth open and he's holding holding up one hand in front of him, with his thumb extended toward his open mouth.
- The player taps and Patrick sticks the thumb in his mouth and begins blowing, his cheeks inflating from the effort.
- As the player taps the button (anywhere onscreen), Patrick will continue blowing, which slowly inflates his entire body comedically, as if he's blowing himself up like a balloon.
- Each tap inflates him a little more, but the inflation doesn't hold if the player stops tapping - air will escape slowly, Patrick will deflate, and if he loses all air his thumb will come back out of his mouth, starting the player's progress over.
- So the player must rapidly tap, and keep tapping, to inflate him to capacity.
- After Patrick has been inflated to capacity, and his body bulges comedically like a balloon, he'll blast off the top of the screen like a balloon that's had its valve re-opened. This is the goal of the game.

Hint: Tap to inflate!

Win condition: Inflate Patrick until he blasts offscreen.

Lose condition: Fail to inflate Patrick to capacity when time runs out.

Additional notes:

- X
- x

Game 21 "Nautical Narcissist Neighbor"

Theme: Comic Hero

Concept: Rapidly tap object to chip away at it and reveal another object underneath (marble sculpture). Only number of taps is counted (where the player is tapping doesn't matter).

Input type: Tap

Description: A marble block is displayed on screen. As the player taps the uDraw Tablet, pieces of the marble chip away. When all of the marble pieces are eliminated, a narcissistic looking Squidward statue is revealed underneath the marble. (It'd be great if there was a random chance of something else being under there, just to keep it fresh.)

Hint: Chisel!

Win condition: The player completes the required number of taps before the microgame ends, revealing the statue.

Lose condition: The player fails to tap enough times to reveal the statue before the microgame has ended.

Additional notes:

- X
- x

Game 22 “Squidward Bound”

Theme: Punk

Concept: Find and tap the valid object in a group of invalid objects.

Input type: Tap

Description: The screen displays a jumbled scene full of various randomly placed objects that are, humorously, roughly the same color or shape as Squidward. (ie; Squidward colored lampshade, Squidward-shaped vase) However, somewhere among these is the real Squidward, that players must tap.

Hint: Pick Squidward!

Win condition: The player taps the object that is the real Squidward.

Lose condition: If the player taps any of the objects that are not Squidward, the game is lost. If time runs out and no selection is made, the game is lost.

Additional notes:

- X
- x

Game 23 “Window of Opportunity”

Theme: SketchBob

Concept: Briefly display part of an image, and have the player identify it by tapping the correct button.

Input type: Tap

Description: Display scene of SpongeBob’s front door and window, with a button panel at the bottom that represents three different characters. (The window should be large enough to be the focal point of the scene, and high enough so we only catch the top of a characters head.) After the hint displays, there is a brief moment (maybe a beat or two) and a character walks by the window. The button panel lights up, and the player can move the cursor to tap and press a button for which character they are selecting. Upon pressing, the door opens to reveal which character was behind it.

Hint: Who is it?

Win condition: If the door opens to reveal the character the player selected, the game is won.

Lose condition: If the door opens to reveal a character other than the one the player selected, the game is lost.

Additional notes: The three different characters should be Patrick, Squidward, and Sandy. For humor, it’d be fun to randomly have the character walking by be Sandy in a pink cone party hat (to look like Patrick) or Patrick wearing a space helmet, etc.

Game 24 “SpongeBob PizzaPants”

Theme: Movie Poster

Concept: Tap each valid object once to make it vanish, without touching any invalid objects.

Input type: Tap

Description: The player is decorating a Krusty Krab pizza, and has to select various toppings by tapping them. Options, both good and fake, are arranged in a jumble at the bottom of the screen. After they are tapped, they can be seen decorating a pizza above. Good toppings include olives, pepperoni, and mushrooms. Fake toppings include a sock, fish bones, an empty can.

Hint: Toppings Only!

Win condition: If the player decorates the pizza with all of the good toppings before time runs out, the microgame is won.

Lose condition: If the player selects any fake toppings, or fails to select all of the good toppings before the game time has run out, the microgame is lost.

Additional notes:

- X
- x

Game 25 “Match Me If You Can”

Theme: SketchBob

Concept: Tap identical objects back-to-back (green then green, red then red, etc.) like a matching game until all objects onscreen are tapped/removed.

Input type: Tap

Description: Themed card matching game. Let the player keep trying until one match is made.

- X
- X
- X

Hint: Match!

Win condition: Match is made before microgame time runs out.

Lose condition: Any match is not made before microgame time runs out.

Additional notes:

- X
- x

Game 26 “Whomp-a-Worm”

Theme: Punk

Concept: A variety of objects sit onscreen. They light up one at a time, for 1 second each time. Tap object while it's lit (whack-a-mole).

Input type: Tap

Description: The scene is the side of SpongeBob's pineapple house, where there are six holes. Nematodes will pop up quickly out of the holes, and then duck back down. The player has a mallet cursor, which they must use to tap the Nematode while it is up.

Hint: Whack 'em!

Win condition: The player manages to hit one of the Nematodes.

Lose condition: The player fails to whack any Nematodes before time runs out.

Additional notes:

- X
- x

Game 27 “Pop Star”

Theme: Comic Hero

Concept: Tap to pop balloons.

Input type: Tap

Description: A worried Patrick is holding a bundle of balloons (5 or so?) and is beginning to float away. As Patrick drifts, the player must tap the balloons to pop them all. Upon popping them all, Patrick falls to the ground safely.

Hint: Pop!

Win condition: The player pops all of the balloons and rescues Patrick.

Lose condition: The player fails to pop all balloons before time runs out.

Additional notes: Patrick never completely flies off screen, just slowly drifts in a direction.

Game 28 “Pursuit of Planktoness”

Theme: Movie Poster

Concept: Move spotlight (hole in black layer) around to find an object hidden in the darkness.

Input type: Drag

Description: Players are presented a black screen. Using the Stylus, players must drag around the tablet to move a flashlight view in search of the randomly placed Plankton. As an added feature of the Wii version, the view size of the flashlight can vary based on the pressure sensitivity. When the player finds Plankton, hovering over him for a moment will result in victory. The camera zooms up to Plankton, confirming victory.

Hint: Find Plankton!

Win condition: The player finds Plankton, and hovers over him for a short moment.

Lose condition: The player fails to find the hidden Plankton before time runs out.

Additional notes:

Game 29 “Krabby Patty in Paradise”

Theme: Sketch

Concept: Rotate rapidly (draw circles) to spin an object the required number of times (opening vault wheel).

Input type: Drag

Description: On screen is the Krabby Patty Vault door, with a ship wheel door lever. The hint is displayed, accompanied by a clock-wise turn arrow icon. Players must make big circles on the tablet using the stylus to open the vault door. If the player is successful, the door opens and a flood of Krabby Patties rushes at the screen.

Hint: Spin It!

Win condition: The player makes enough rotations with the stylus to open the vault door.

Lose condition: The player fails to make enough rotations before time runs out.

Additional notes:

- X
- x

Game 30 "Make Like a Sponge"

Theme: SketchBob

Concept: Drag object A to object B and scratch it back and forth over object B (cleaning).

Input type: Drag

Description: The player must use SpongeBob as a sponge by dragging him over a statue covered in jellyfish poop. As the dirty statue is cleaned (dirty layer is erased), a golden clean one is revealed beneath. (For the final game, a variety of 3 or so different statues would be nice.)

Hint: Scrub Clean!

Win condition: The player cleans at least 80% of the statue off before time runs out.

Lose condition: The player fails to clean at least 80% of the statue before time runs out.

Additional notes: We may need a hand cursor for this one -- a open hand state, and a grabbing state for when the stylus is held on SpongeBob. (Check Microgame_30_1.png in Concept Thumbnails for a visual.)

Game 31 "Show Off Showdown"

Theme: Punk

Concept: Drag up and down to make a character lift a dumbbell twice.

Input type: Drag

Description: Larry the Lobster is at the beach, holding a dumbbell in his hand. The player must drag up and down with the stylus to have Larry lift the dumbbell. After two reps, the microgame is won. An icon showing how many reps is in the corner to confirm.

Hint: Pump Iron!

Win condition: The player makes Larry do two reps.

Lose condition: The player fails to make Larry do two reps before time runs out.

Additional notes: Two icons of an outline of a dumbbell are in the corner. The outlines fill in with a dumbbell graphic each time the player drags to make Larry lift.

Game 32 "A Priceless Piece"

Theme: SketchBob

Concept: The player must not touch the stylus anywhere near the tablet for the duration of the game.

Input type: Drag

Description: SpongeBob is standing in Squidward's house next to a pedestal with a vase on it. Squidward is nearby, polishing his clarinet or looking in a handheld mirror (just a 2 frame animation of Squidward looking busy, not paying attention.) If the player touches the stylus to the uDraw Tablet at all, SpongeBob will reach his arm out to touch the vase and knock it over, breaking it. At this point, Squidward's animation becomes shocked and angry, and the game is lost.

Hint: Don't touch!!

Win condition: The player does not touch the uDraw Tablet for the duration of the microgame.

Lose condition: The player touches the uDraw Tablet at some point during the microgame, and breaks Squidward's vase.

Additional notes:

Game 33 "Seas the Day"

Theme: Movie Poster

Concept: Drag down with the stylus to rip papers off until the correct one displays.

Input type: Drag

Description: Reading the internal system clock, the game will determine what day it is. SpongeBob's tear-off calendar is displayed on screen with the month in a bar at the top, and the day displayed in large numbers. Players must drag the stylus down to tear off sheets until they reach the current date.

Hint: Today's Date!

Win condition: The player tears until the date is correct, leaving the correct one up for a moment.

Lose condition: The player fails to tear to the correct date, or accidentally tears ahead of it.

Additional notes: To reinforce the correct day, the correct day's paper could have a humorous note or stamp on it. (Example: Jellyfishing Day!, Best Day Ever, Ugly Barnacle Reading @ 12 O'Clock, etc.)

Game 34 "Kung Fu Sandy"

Theme: Punk

Concept: Slice objects tossed up onto the screen to divide them mid-air before they fall back down off screen.

Input type: Drag

Description: The scene displays Sandy in a ready stance, as a log is launched up from the bottom of the screen. The player must drag the stylus to make Sandy chop the log in half before the log falls back off the screen.

Hint: Chop!

Win condition: The player chops the log in half by slicing with the proper timing!

Lose condition: The player does not manage to chop the log.

Additional notes: Maybe display a slash that fades out after the player swipes with the stylus? This would make for great feedback!

- X
- x

Game 35 “Trash with a Splash”

Theme: Comic Hero

Concept: Player is presented with multiple objects, must drag them all into a pile.

Input type: Drag

Description: A trash can inside of The Krusty Krab restaurant is seen in a 2D view. Three pieces of trash are sitting around on the ground. Players must use a SpongeBob hand cursor to go over the trash, hold down to grab it, and drag / drop it over the trash can so it falls in.

Hint: Trash it!

Win condition: The player must throw away all three pieces of garbage.

Lose condition: The player fails to throw away all three pieces of trash before time runs out.

Additional notes: Characters stills sliding in from either side of the screen (maybe with a “thumbs up”?) would make for a great victory feedback.

Game 36 “A Maze in Atlantis”

Theme: Comic Hero

Concept: Drag player object through a maze, and find the exit before time runs out.

Input type: Drag

Description: Players are presented with a small maze in the sand, in which they must guide King Neptune around to the goal by dragging with the stylus. On the exit of the maze is the goal, represented by an icon or small picture of Atlantis. When the player reaches the goal, a close up of King Neptune shows him calling out as a swarm of dolphins and fish rush by the screen.

Hint: Reach Atlantis!

Win condition: Drag King Neptune through the maze to Atlantis.

Lose condition: The player fails to bring King Neptune to Atlantis before time runs out.

Additional notes: Between three and five maze possibilities would be ideal. Mazes should all be fairly easy; if you can't solve it in three seconds, it's too hard. Maze path should have enough room for King Neptune graphic to easily fit in them.

Game 37 "World's Biggest Bubble"

Theme: Comic Hero

Concept: Press down then release repeatedly and quickly to build up pressure in an object (pump inflating).

Input type: Press

Description: An extreme close-up of SpongeBob blowing into a bubble wand is seen. As the player presses with full pressure using the stylus, SpongeBob blows into the bubble wand and a bubble begins to form, and grow. As the bubble grows, the camera zooms out until SpongeBob is tiny, and the bubble is huge! Upon victory, the bubble breaks away from SpongeBob and floats upward, camera following it until the microgame ends. (Or as long as the bg art will permit.)

Hint: Inflate!

Win condition: SpongeBob blows a huge bubble because the player repeatedly pressed with full pressure.

Lose condition: SpongeBob's bubble does not become big enough to float away before time runs out.

Additional notes: It would be fun if occasionally, instead of the giant bubble, SpongeBob blew a bubble that turned into the character "Bubble Buddy".

Game 38 "Against the Lawn"

Theme: Movie Poster

Concept: Drag object around to push other objects off the screen.

Input type: Drag

Description: Children are playing on Mr. Krabs' lawn again! The player must drag Mr. Krabs around the front of his house to scare away all of the children. When Mr. Krabs is in proximity of a child, the child will move away from him. (Everything has a cheap 2 frame run cycle to keep in style.) The player needs to get all of the children off screen to win.

Hint: Off My Lawn!

Win condition: There are no children on Mr. Krabs' lawn.

Lose condition: There are still children on Mr. Krabs' lawn when time runs out.

Additional notes: There is a faux 3D effect, all objects are billboards. Mr. Krabs and the children will scale just slightly smaller when they are further away. Each character has a shadow circle under them to represent their depth. (Check Microgame_38_1.png in Concept Thumbnails for a visual.)

Game 39 "Brake it Down"

Theme: Punk

Concept: Press down on the uDraw Tablet to stop a moving object -- the harder you press, the more it decelerates to a stop.

Input type: Press

Description: The scene takes a side view of the road in front of The Krusty Krab. A marked zone on the road dictates where to park, and SpongeBob and Mrs. Puff move right from off screen in a boat manned by SpongeBob. Using the stylus, players must press down to drive the boat to a grinding halt within the park zone! The harder the stylus is pressed, the more the brakes are applied.

Hint: Park!

Win condition: The player parks within the zone.

Lose condition: The player fails to park within the zone, or by-passes the zone.

Additional notes: Little particles sparks coming from the wheels would be a nice touch. To add a bit of humor, if the player passes the park zone, Mrs. Puff will puff up in a panic. Maybe the boat sprite could tilt a little bit forward when very braking hard?

Game 40 "Coral Chorus"

Theme: Punk

Concept: Press down on the tablet with proper timing according to a set rhythm.

Input type: Press

Description: SpongeBob is joined on stage by two generic fish characters. (Perhaps they are in barbershop quartet garb.) The instruction reads "Copy them!" and the first fish sings "La la~!" as the spotlight hits it. Keeping on the rhythm, the second fish does the same thing. Finally, the spotlight shines on SpongeBob. The player now has control, and must tap the tablet twice to make SpongeBob sing "La laaa!" with close to the same timing as the fish. If the player holds the note too long (by keeping the stylus touched to the tablet), or generally fails to follow the example in any fashion, they will lose the microgame. To keep it fresh, the part that is sung could vary. It'd be cool if the volume of the singing could be a result of how hard the stylus is pressed to the uDraw tablet. (Pressure not required to win, however.)

Hint: Copy them!

Win condition: The player presses the stylus down on beat with the other singers.

Lose condition: The player either does nothing, or significantly off beat (too early, too late).

Additional notes: In the foreground, audience fish could be bobbing up and down. (Check Microgame_40_1,2,3.png and Choral_Chorus.png in Concept Thumbnails for a visual.)

Game 41 "Fill 'Er Up Krabby"

Theme: Movie Poster

Concept: Object slides to screen center from left. Press and hold pen to fill object up, then release. Object flies off right of screen and another one flies in from left to be filled (beer tap).

Input type: Press

Description: A tray of Krusty Krab food is displayed, with an empty cup underneath a drink dispenser. Hold down the stylus, and liquid will begin to rush into the cup. Depending on how hard the stylus is held to the uDraw Tablet, the drink will fill faster.

Hint: Fill!

Win condition: Players must fill the cup to a satisfactory amount to win the game.

Lose condition: If the player doesn't fill the cup enough or overfills the cup before time is over, they will lose the microgame.

Additional notes:

- X
- x

Game 42 "Flying Disc of the Deep"

Theme: SketchBob

Concept: Flick to toss an object off to another character in the distance.

Input type: Flick

Description: SpongeBob is at the beach, tossing a flying disc to Larry the Lobster who is off in the distance. The player must flick either straight forward, to the left, or to the right depending on where Larry is standing. After the player flicks, SpongeBob will toss the flying disc in that direction.

Hint: Throw!

Win condition: SpongeBob tosses the flying disc to Larry.

Lose condition: The player doesn't throw, or misses the target before time runs out.

Additional notes: (Let's use a faux-3D effect with sprite scaling to achieve the distance between characters.)

Game 43 "Capers of Cardboard"

Theme: Comic Hero

Concept: Flick with the correct timing to hit a passing object.

Input type: Flick

Description: Framed by SpongeBob's TV at first, and then zooming in immediately, Mermaid Man (or Barnacle Boy, at random) stands in front of a conveyor with cardboard cut-outs of menacing enemies riding on it. As the player holds down the stylus, Mermaid Man or Barnacle Boy will get into a stance, ready to punch. When the cut-out passes in front of the hero, the player must flick upward to have them strike it and knock it down.

Hint: Knock over!

Win condition: The player knocks down all of the cardboard cut-outs.

Lose condition: The player fails to knock down a cut-out as it passes by them.

Additional notes: One cardboard cut-out enemy to flick per microgame might be suitable, but it would be great to have 3 or 4 different possible designs to keep it fresh. (Check Capers_of_Cardboard_1,2.png in Concept Thumbnails for a visual.)

- X
- x

Game 44 “Rock the House”

Theme: 8-Bit

Concept: Flick hard to change the state of an object.

Input type: Flick

Description: Patrick’s rock house is displayed. The player must flick with the stylus to lift the rock, and find Patrick sleeping underneath. If the player flicks and it is too weak, the rock only lifts partially, and falls again.

Hint: Flip open!

Win condition: The player flicks hard enough to flip the rock open.

Lose condition: The player does not flick hard enough, or at all, before the microgame ends.

Additional notes: Cut

Game 45 “Three To Go”

Theme: 8-Bit

Concept: Flick toward an object to eliminate it (serving customers).

Input type: Flick

Description: The player has a view of Squidward (with his Krusty Krab hat on) from behind the counter, facing three customers. The player must flick towards the three customers (diagonal left, up, and diagonal right) to serve them all a tray of food. After a customer is served, they exit the screen and walk away (no walk cycle necessary since we can’t see their feet, just bob them up and down and move toward the nearest screen edge.)

Hint: Serve!

Win condition: All three customers are served their meal before time runs out.

Lose condition: Not all customers are served before time runs out.

Additional notes:

Game 46 “Patties Up!”

Theme: Movie Poster

Concept: Flick object as it falls to bounce it back up.

Input type: Flick

Description: SpongeBob is standing, in uniform, with his spatula extended. A patty falls from the top of the screen. Flick upward on the uDraw Tablet as the patty reaches the spatula to launch it back up. As it comes down again, flick it once more.

Hint: Flip patty!

Win condition: The patty does not reach the ground for the duration of the game.

Lose condition: The player fails to flick in the proper timing, and the patty hits the ground.

Additional notes: Maybe SpongeBob and his arm with the spatula are separate assets? This affords lots of movement with the arm without having to animate all of SpongeBob.

Game 47 "Sing a Song of SpongeBob"

Theme: Punk

Concept: Flick repeatedly to strum an instrument.

Input type: Flick

Description: SpongeBob is sitting on a rock playing a ukulele, with an audience around him. There are three empty musical notes above SpongeBob. The player must use the stylus to make SpongeBob strum three times to fill in the musical notes. The notes should fly out of the ukulele and into the icon, filling it in.

Hint: Strum!

Win condition: Strum three times before time runs out.

Lose condition: Player fails to strum three times before time runs out.

Additional notes: It'd be really cool if the audience could burst into applause after the three notes are played.

Game 48 "Mr. Krabs Kash Grab"

Theme: 8-Bit

Concept: Player object is in sideview at bottom of screen. Flick upward on the uDraw Tablet to make him jump, and reach an object at the top of the screen.

Input type: Flick

Description: Eugene Krabs is standing at the center of the screen, next to an arrow icon indicating to flick upward. Players must flick upward with the stylus to make him leap up. A wad of cash is flying by, hanging from a string. If the player flicks up while the cash is over Mr. Krabs, he will grab it and win the game.

Hint: Jump!

Win condition: The player flicks up with the proper timing, allowing Mr. Krabs to grab to money.

Lose condition: The player fails to grab the cash before the microgame ends.

Additional notes: Perhaps give the player two chances to grab it. Once traveling right from off screen, the second time traveling left. (Check Microgame_48_1.png in Concept Thumbnails for a visual.)

Game 49 "Barnacle Bowling"

Theme: Punk

Concept: Character is rolling a ball toward objects. The player must flick the ball into the objects to knock them over.

Input type: Flick

Description: "SpongeBob (or randomly Sandy) is rolling a bowling ball towards an arrangement of pins at the end of the lane. (It doesn't need to be a full set of 10 pins.) The player must flick to roll the ball toward the pins, and knock them over. The player has two chances to knock over all of the pins, or until time runs out.

Hint: Bowl!

Win condition: The player knocks over all of the pins before time runs out.

Lose condition: The player fails to knock over all of the pins before time runs out.

Additional notes: A strike screen should display if the player knocks down all of the pins in one roll, followed by an excited animation frame of the character that was bowling.

Game 50 "Patchy's Super Great SpongeBob Game"

Theme: Simple

Concept: Let the player win no matter what.

Input type: Flick

Description: A poorly drawn crayon style SpongeBob and Patrick are standing next to each other. The game is accompanied by an off-key rendition of the SpongeBob theme song. When the player holds down the stylus, SpongeBob and Patrick duck down a bit. Upon flicking with the stylus, crayon SpongeBob and Patrick do a jumping atomic high five, which explodes into rainbows and krabby patties.

Hint: be awesome

Win condition: Do an epic best friends high-five if you feel like it.

Lose condition: The player always wins.

Additional notes: best game ever

Game 51 "Snap a Snail"

Theme: SketchBob

Concept: An object passes over a large zone. Players must press tap while the object is completely within the zone (don't tap if it is outside at all).

Input type: Tap

Description: A camera viewfinder is displayed on the screen. The small visible square is inactive, until Gary sneaks by. When Gary is visible and centered within the square, the player must tap with the stylus to take a picture of Gary. The screen flashes with a shutter sound, and a sepia tone print appears showing the player the picture.

Hint: Picture!

Win condition: As long as part of Gary isn't cropped off on any of the edges of the sepia tone picture, the player wins the microgame.

Lose condition: Either the player fails to take a picture, or takes a picture that has Gary cropped improperly.

Additional notes:

Game 52: Re-Skin of Game 25 “Pairing is Caring”

Theme: Squared

Concept: Draw a line to connect objects (green then green, red then red, etc.) like a matching game until all objects onscreen are removed.

Input type: Draw

Description: Two sets of characters each are scattered on the screen. The player must draw a line to connect them in order to pair them up, and clear the screen.

Hint: Pair Up!

Win condition: Match of both different types is made before microgame time runs out.

Lose condition: Matches are not made before microgame time runs out.

Additional notes:

Game 53 “Giant Enemy Krabs”

Theme: 8-Bit

Concept: Shake tablet upward to make character jump over obstacles.

Input type: Tilt

Description: Mr. Krabs is pursuing either SpongeBob or Squidward, and must jump over obstacles to reach them. Trash cans and people are in the way, and if Mr. Krabs doesn't jump, his running will be stopped.

Hint: Stop him!

Win condition: Mr. Krabs reaches the running character before the game ends.

Lose condition: Mr. Krabs fails to reach the running character, or is pushed off screen by an obstacle.

Additional notes:

Game 54 “Krushty Krab”

Theme: 8-Bit

Concept: Tap with the stylus in the proper timing to win.

Input type: Tap

Description: Mr. Krabs is trying to flatten Plankton with his spatula. The player sees Plankton running back and forth on a table, and a shadow which indicates the point at which the spatula will slam down. Upon tapping with the stylus, the spatula will slam down at that point.

Hint: Swat!

Win condition: The player causes Mr. Krabs to hit Plankton with the spatula.

Lose condition: The player fails to swat Plankton, or does nothing before time runs out.

Additional notes:

Game 55 “Catcher in the Brine”

Theme: SketchBob

Concept: Drag to move a close-up object around and catch an incoming object.

Input type: Drag

Description: The player (can we communicate the player is controlling SpongeBob?) is playing catch with Harold Squarepants (SpongeBob’s dad). The player controls a cursor of a catcher’s mitt, and can drag around to move the position.

Hint: Catch!

Win condition: The player causes Mr. Krabs to hit Plankton with the spatula.

Lose condition: The player fails to swat Plankton, or does nothing before time runs out.

Additional notes: If the player misses the catch, the ball should make like it bounced off the screen, and fall, coupled by a controller rumble.

Game 56 “A Bridge Abridged”

Theme: Comic Hero

Concept: Draw from one point to another to create a bridge for an object to move along.

Input type: Draw

Description: The player is presented with two cliffs, and a circle indicating the area to start drawing within. Players must draw a line connecting the two nodes, create a bridge for Plankton to walk on and reach the other side. On the destination side of the screen is a Krabby Patty, indicating Plankton’s goal.

Hint: Draw Bridge!

Win condition: The player makes and bridge and successfully helps Plankton reach the opposite cliff before time runs out.

Lose condition: The player fails help Plankton reach the other side before time runs out.

Additional notes:

Game 57 “Sponge on a Plane”

Theme: Simple

Concept: Player controls a plane with pressure and must pop balloons.

Input type: Press

Description: The player is controlling Spongeob and Mrs. Puff who are riding in a plane or submarine (perhaps it’s Sponge on a Sub?) with the pressure of the stylus.

Using this control method, the player must pop three balloons before the game ends.

Hint: Pop!

Win condition: The player pops all three balloons.

Lose condition: The player fails to pop all three balloons.

Additional notes:

Game 58 “Bull Worm!”

Theme: Movie Poster

Concept: Player controls position of a running character and must dodge stationary objects as the screen scrolls.

Input type: Drag

Description: SpongeBob is running to the right, escaping from the Alaskan Bull Worm that is chasing him on the left side of the screen. Players must drag the stylus on the uDraw Tablet to position where SpongeBob is running from the Bull Worm. The player must avoid rocks, which will cause SpongeBob to trip and be trampled by the Bull Worm.

Hint: Escape!

Win condition: The player avoids hazards for the duration of the game.

Lose condition: The player touches the Bull Worm or trips on a rock.

Additional notes:

Game 59 “Launch for Lunch”

Theme: Comic Hero

Concept: Player must use thumb to press stylus tip and launch a rocket.

Input type: Press (?)

Description: The player is presented with a rapidly filling and depleting meter, next to a rocket containing SpongeBob and Sandy. The rocket launchpad is on top of the Krusty Krab building. The meter has a zone in which the player must stop it to successfully launch the rocket.

Hint: Launch!

Win condition: The player stops the meter with the proper timing and launches the rocket.

Lose condition: The player stops the meter in the wrong timing, and the rocket misfires.

Additional notes: Rocket could be loosely based on [this episode](#).

Game 60 “Ping Pong Pals”

Theme: 8-Bit

Concept: Drag to move a character, and keep a ball from falling.

Input type: Drag

Description: A pixel SpongeBob holding up a paddle is playing against another paddle that is controlled by the game. The player controls the SpongeBob paddle by dragging left and right. The game features a retro TV tennis game background. (See [Color TV Game](#).)

Hint: Bounce!

Win condition: The player keeps the ball from falling off screen at any time.

Lose condition: The ball passes by the player.

Additional notes:

Game 61 “Spin for the Win”

Theme: Simple

Concept: Drag to rotate a circular puzzle and align to make a larger picture.

Input type: Drag

Description: A rotation puzzle with three separate circle pieces is displayed. The player must drag with the stylus to rotate the pieces into place so they align to form a picture. After the inner circle is aligned, the outer rim of the circle must be aligned to as well.

Hint: Spin!

Win condition: The player lines up the circle puzzle before time runs out.

Lose condition: The player fails to properly align the puzzle before time runs out.

Additional notes:

Game 62 “SpongeBall Slingshot”

Theme: Comic Hero

Concept: Drag to pull back a slingshot, and release to launch into a target.

Input type: Drag

Description: The player uses the stylus to drag and position SpongeBob in such a way that, upon release, he will hit a target in the distance.

Hint: Slingshot!

Win condition: The player hits the target.

Lose condition: The player does nothing or fails to hit target before time runs out.

Additional notes:

Game 63 “Gone Jellyfishing”

Theme: Simple

Concept: Flick to swipe the net over an area with the proper timing.

Input type: Flick

Description: The player sees SpongeBob standing with a net and a reticule is displayed indicating where the net is aiming. The player must flick with the stylus to use the net, and try to nab a jellyfish that is passing by.

Hint: Catch!

Win condition: The player catches the jellyfish.

Lose condition: The player fails to catch the jellyfish.

Additional notes:

Game 64 “Pulley Dinner”

Theme: 8-Bit

Concept: Rotate with the stylus to raise a platform.

Input type: Drag

Description: The player see’s Patrick at the top of a cliff next to a pulley system, attached to a tray of Krabby Patties. The player must make rotations with the stylus to raise the patties up so Patrick can retrieve them. Jellyfish are floating about as obstacles, so the player must be careful not to let the patties touch the jellyfish, or the game is lost.

Hint: Crank!

Win condition: The player raises the tray completely before time runs out.

Lose condition: The patties touch the jellyfish, or the player fails to raise the tray completely.

Additional notes:

Game 65 “Match Mixer”

Theme: Squared

Concept: Tap the buttons in proper timing / order, copying an example.

Input type: Tap

Description: The game will have three buttons displayed, and three highlights + sounds that occur on beat. The game then indicates that it is the player’s turn, who must then copy the button presses on the beat (or close enough). Buttons can have SpongeBob characters on them, or SpongeBob related items.

Hint: Copy!

Win condition: The player presses the three buttons on beat, and in accurate order.

Lose condition: The player fails to properly press the buttons, or does nothing.

Additional notes:

Game 66 “Ocean Floored”

Theme: Movie Poster

Concept: Erase bridge collision to drop a character off screen.

Input type: Draw

Description: The game features a character walking back and forth on a bridge -- the player must use the stylus to erase the floor and drop the character through. There are two layers the player must drop the character through in order to win.

Hint: Drop!

Win condition: The player drops the character off screen entirely.

Lose condition: The player fails to get the character off screen before time runs out.

Additional notes:

Game 67 “Catch of the Day”

Theme: SketchBob

Concept: Drag the stylus to catch falling objects.

Input type: Drag

Description: Objects fall from the top of the screen; the player must drag with the stylus to move a catching objects and not miss any of the falling objects. (Sandy catching acorns?)

Hint: Catch!

Win condition: The player catches all of the objects.

Lose condition: The player fails to catch any object before time runs out.

Additional notes:

Game 68 “Sergeant Sponge”

Theme: 8-Bit

Concept: Drag and release to fire a cannon at a target.

Input type: Drag

Description: x

Hint: Fire at Target!

Win condition: x

Lose condition: x

Additional notes:

Game 69 “Made to Order”

Theme: 8-Bit

Concept: Tap ingredients in the proper order to make a Krabby Patty.

Input type: Tap

Description: An example Krabby Patty is displayed on a card. An empty bun is displayed, and the player has a button panel of different toppings. The player must press the buttons to add toppings that mirror the example exactly.

Hint: Copy!

Win condition: The player replicates the example burger before time runs out.

Lose condition: The player fails to replicate the burger or picks a wrong topping.

Additional notes:

Game 70 “B-Ball Undersea”

Theme: Punk

Concept: Drag and flick to toss a ball object into the hoop.

Input type: Flick

Description: The player is presented with a basketball, a moving SpongeBob in basketball gear (jersey, sweatbands, etc.?), a hand cursor, and a hoop. The ball has a blinking outline to denote that it is an object that the player can interact with. The player must move the yellow hand cursor over the ball and hold down to grab it. From here they must make a flick motion to toss the ball into the basketball hoop. There is a dotted line across the screen, showing that the player is limited how high they can move the ball up (so they can just hover over the hoop and drop it in.) The hoop should be large enough that it is relatively easy to get the ball in.

Hint: Basket!

Win condition: The player makes a basket before time runs out.

Lose condition: The player fails to make a basket before time runs out.

Additional notes:

Game 71 "Fighting Dirty"

Theme: Comic Hero

Concept: Tap repeatedly to win.

Input type: Tap

Description: Mermaid Man and Barnacle Boy are trapped inside Dirty Bubble. The player must tap repeatedly on the tablet to pop Dirty Bubble, and set the heroes free.

Hint: Pop!

Win condition: The player pops Dirty Bubble before time runs out.

Lose condition: The player fails to pop Dirty Bubble before time runs out.

Additional notes:

Game 72 "SpongeCastle SandyPants"

Theme: Movie Poster

Concept: Shake the tablet to change an objects animation and win.

Input type: Tilt

Description: The player is presented with a sand castle that has SpongeBob's arms sticking out of the side of it. The player must shake the tablet to destroy the sand castle, and reveal SpongeBob inside of it.

Hint: Avoid!

Win condition: The player shakes to reveal SpongeBob.

Lose condition: The player fails to reveal SpongeBob before time runs out.

Additional notes: To change it up, occasionally Sandy will be the revealed character.

Game 73: Re-Skin of Game 42 "Paper Plane Puff"

Theme: Punk

Concept: Flick to toss an object off to another character in the distance.

Input type: Flick

Description: SpongeBob is in class, attempting to toss a paper plane and hit Mrs. Puff who is in the front of the room at the blackboard. The player must flick either straight forward, to the left, or to the right depending on where Mrs. Puff is standing. After the player flicks, SpongeBob will toss the plane in that direction.

Hint: Toss!

Win condition: The player tags Mrs. Puff with the paper plane.

Lose condition: The player fails to tag Mrs. Puff or does nothing before time runs out.

Additional notes: Mrs. Puff should turn around annoyed when hit, followed by a laughing SpongeBob animation to confirm the victory.

Game 74 “Feast with Jelly”

Theme: SketchBob

Concept: Flick to toss small particles (seeds) to other characters on screen.

Input type: Flick

Description: Stanley Squarepants sits on a park bench with something similar to a bird-seed bag (or maybe a bag of chips?), looking depressed. Stanley is feeding jellyfish (like one might feed pigeons at a park). The jellyfish are hovering above, slowly moving away. (Positioned from the left, straight above, or to the right). Flicking in their direction tosses some crumbs up to them, and makes them come near and keep Stanley company. Failing to feed them makes them float away.

Hint: Feed!

Win condition: The player attracts all of the jellyfish, and Stanley smiles.

Lose condition: The player fails to attract all of the jellyfish before time runs out, or a Jellyfish tags Stanley.

Additional notes: Additionally, one Jellyfish could occasionally be moving towards Stanley’s head. If the player does not throw crumbs in its direction quick enough, it will land on Stanley’s head and the game will be lost.

Game 75: Re-Skin of Game 29 “Treedom Training”

Theme: Punk

Concept: Rotate rapidly (draw circles) to spin an object the required number of times.

Input type: Drag

Description: The player sees Sandy in her large hamster wheel, ready for training. The player must draw rapid circles to spin the wheel and make Sandy start to run. (Arrow indicators support this.) Once Sandy picks up enough speed, the game takes over with the spinning, and the game is won.

Hint: Spin!

Win condition: The player makes enough rotations with the stylus to make Sandy run.

Lose condition: The player fails to make enough rotations before time runs out.

Additional notes:

Game 76: Re-Skin of Game 29 “Rock on, Patrick”

Theme: Movie Poster

Concept: Rotate rapidly (draw circles) to spin an object the required number of times.

Input type: Drag

Description: The player sees an extreme close up of the top of Patrick’s house. Draw rapid circles to spin the weathervane on top of Patrick’s house. (Arrow indicators support this.) Once it’s spinning enough, the rock will start to float away, and a confused Patrick will appear underneath.

Hint: Spin!

Win condition: The player makes enough rotations with the stylus to float the house away.

Lose condition: The player fails to make enough rotations before time runs out.

Additional notes:

Game 77 “Rocket Trip”

Theme: 8-Bit

Concept: Press the stylus tip with thumb (not against tablet) to boost rocket.

Input type: Press (?)

Description: The screen has a rocket ship with SpongeBob and Patrick in it, and an indicator showing the player to use their thumb on the stylus tip. The player presses the tip to boost the rocket, avoiding horizontal moving asteroids.

Hint: Boost!

Win condition: The player avoids the asteroids for the duration of the game.

Lose condition: The player fails to avoid the asteroid before the game is over.

Additional notes:

Game 78: Re-Skin of Game 15 “Mean Queen Jellyfish”

Theme: 8-Bit

Concept: Tilt to avoid contact with another object.

Input type: Tilt

Description: SpongeBob is on screen with a giant Jellyfish pursuing him. The player must tilt to avoid contact with the Jellyfish. If the Jellyfish touches SpongeBob, the game is over. The Jellyfish should slowly home in on SpongeBob’s location, so the player has to keep on the move.

Hint: Avoid!

Win condition: The player avoids the jellyfish the duration of the game.

Lose condition: The player fails to avoid the jellyfish before the game is over.

Additional notes:

Game 79: Re-Skin of Game 32 “Playing Hooky”

Theme: Movie Poster

Concept: The player must not touch the stylus anywhere near the tablet for the duration of the game.

Input type: Drag

Description: SpongeBob is standing next to a fisherman’s hook. The player must not touch the stylus to the uDraw Tablet at all. If the player does, SpongeBob will jump onto the hook and be quickly yanked upward off screen.

Hint: Don’t touch!

Win condition: The player does not touch the uDraw Tablet for the duration of the microgame.

Lose condition: The player touches the uDraw Tablet at some point during the microgame, and gets pulled off screen.

Additional notes:

Game 80 “Body of Water”

Theme: SketchBob

Concept: The player must drag a totem pole of rolling puzzle pieces to match up as one character.

Input type: Drag

Description: On screen is a totem pole made up of three pieces (head / top of head, body, feet) with three different character combinations. Players must drag left and right to switch out the characters until the puzzle is completed and all three pieces display a full character.

Hint: Match!

Win condition: The player matches all three totems to create a whole character.

Lose condition: The player fails to match all three totems to create one character.

Additional notes:

Game 81: Re-Skin of Game 42 “Bikini Bottom’s Bravest”

Theme: Comic Hero

Concept: Flick to toss an object off to another character in the distance.

Input type: Flick

Description: SpongeBob or Patrick are in a super hero uniform, and in the distance, a generic jailbird fish character is moving back and forth with a bag of loot. The player must flick to send a disc weapon and hit the moving target, striking them down. If the player misses, they can repeatedly throw only after the existing one has reached a certain point far away.

Hint: Strike down!

Win condition: The player tags the jailbird with a disc weapon.

Lose condition: The player fails to hit the jailbird or does nothing before time runs out.

Additional notes:

Game 82: Re-Skin of Game 28 “Sandy for Shore”

Theme: Squared

Concept: Move spotlight (hole in black layer) around to find an object hidden in the darkness.

Input type: Drag

Description: Players are presented a black screen. Using the Stylus, players must drag around the tablet to move a telescope view in search of the randomly placed Sandy. The view is of several buildings, and other characters (also randomly placed) may be present. When the player finds Sandy, hovering over her for a moment will result in victory. The camera zooms up to Sandy, confirming victory.

Hint: Find Sandy!

Win condition: The player finds Sandy, and hovers over her for a short moment.

Lose condition: The player fails to find the hidden Sandy before time runs out.

Additional notes: In the corner, an icon showing Sandy is displayed with the word “FIND” so the player knows what to look for.

Game 83 “Water You Waving For”

Theme: Simple

Concept: Flick up with the stylus in proper timing.

Input type: Flick

Description: The entire stretch of screen is filled with generic identical fish characters, standing in a row. Somewhere in here is SpongeBob, standing prepared. From left to right, the fish characters are raising their arms on a rhythm. On the 5th beat, SpongeBob is up next. The player must flick in any direction at this moment to continue the wave!

Hint: Wave!

Win condition: The player flicks up in proper timing to continue the wave.

Lose condition: The player fails to flick in the proper timing, and ruins the wave.

Additional notes:

Game 84 “Ready, Set, Sponge!”

Theme: 8-Bit

Concept: Tap the stylus to the uDraw Tablet as soon as the screen says “Go!”.

Input type: Tap

Description: SpongeBob and Larry the Lobster are sitting in race cars placed in separate track lanes, behind a starting line. (Side view) Mrs. Puff is standing off to the side, holding a flag. When she raises the flag, the word “Go!” appears at which

point the player must tap to start moving. If the player presses in proper timing, SpongeBob's car will zoom off screen faster than Larry's.

Hint: Wait for it!

Win condition: As long as the player taps close enough after the "Go!" screen, they win.

Lose condition: The player fails to tap, or taps too early or too late.

Additional notes:

Game 85 "Stage Diver"

Theme: Punk

Concept: Flick upward repeatedly with the stylus to keep SpongeBob in the air.

Input type: Flick

Description: The screen is full of assorted characters, jumping up and down a bit as if at a concert. SpongeBob leaps in from the left side of the screen. The player must repeatedly flick upward so the characters push him back up into the air. If not, SpongeBob will fall into the crowd.

Hint: Keep up!

Win condition: The player flicks up every time SpongeBob touches the audience.

Lose condition: The player fails to flick upward with the proper timing and SpongeBob falls.

Additional notes:

Game 86 "Sea Invaders"

Theme: 8-Bit

Concept: Drag left a right to move a ship and shoot down enemies.

Input type: Drag

Description: The screen is full of about four Jellyfish "Invaders", slowly drifting left and right. The player's ship automatically starts shooting repeated shots as long as the player is holding down with the stylus. The player can drag with the stylus to adjust the position of the ship and try to successfully shoot at the Invaders. If a shot collides with an invader, they will disappear into a blip. The player must remove all of the invaders.

Hint: Destroy!

Win condition: The player drags the ship to shoot down all four invaders.

Lose condition: The player fails to destroy all four invaders.

Additional notes: Scrolling star background would be a nice touch.

Game 87 "Krabby Quest"

Theme: 8-Bit

Concept: Tilt with the proper timing to maneuver a character to the goal safely.

Input type: Tilt

Description: Plankton is standing on a bridge, throwing bombs and occasionally jumping. Mr. Krabs is on the left side of Plankton, and is controlled by tilting. The player must tilt to get Mr. Krabs to the goal on the right side of Plankton, where a tray with a Krabby Patty is waiting. When Plankton jumps, the player must tilt to make Mr. Krabs move underneath him and reach the other side. (Upon successful completion, the bridge should give out, and Plankton should fall.)

Hint: Rescue!

Win condition: The player reaches the goal without being hit.

Lose condition: Mr. Krabs touches Plankton or a bomb, or fails to reach the goal.

Additional notes: Upon successful completion, fireworks should appear, along with a heart between Mr. Krabs and the rescued Krabby Patty. The heart should flicker to a dollar sign.

Game 88 “Best Dance Ever”

Theme: Simple

Concept: Tap the uDraw tablet in rhythm with an indicator bar.

Input type: Tap

Description: A pixelated SpongeBob is dancing in the center of the screen, with a psychedelic pixel effect background. A row of empty circles at the bottom of the screen indicate each of the 8 beats in the song. As an icon passes over the beats, including filled in beat circles that say “TAP!”. When the cursor is over these, the player must tap to keep SpongeBob dancing. (Three or four of the beats, excluding the first two, should be TAP! beats.)

Hint: Dance!

Win condition: The player taps each note on the rhythm.

Lose condition: The player taps at the wrong time, or misses a beat.

Additional notes: If the player misses a note or taps at the wrong time, the background effect should slow down or fade away.

Game 89 “Did you say CHOCOLATE?”

Theme: Comic Hero

Concept: Tap the uDraw tablet repeatedly to run from a character.

Input type: Tap

Description: SpongeBob and Patrick are running, escaping from [Tom Smith](#) that is chasing them in the background. Players must repeatedly tap the uDraw Tablet with the stylus to keep SpongeBob and Patrick running from Tom. Each time the player taps, a chocolate bar is thrown behind onto the ground. As the player stops tapping, SpongeBob and Patrick will slow down (and scale as if they are getting closer to Tom). The player must keep away for the duration of the game.

Hint: Run!

Win condition: The player taps repeatedly enough to not contact Tom.

Lose condition: The player does nothing or doesn't tap fast enough, becoming trampled.

Additional notes: Perhaps SpongeBob and Patrick should be carrying pouches of chocolate? (As in the episode, "Chocolate With Nuts".)

Game 90 "Keep Boativated"

Theme: Movie Poster

Concept: Tilt the uDraw tablet to steer a boat left and right and avoid incoming hazards.

Input type: Tilt

Description: SpongeBob is driving in a boat with Mrs. Puff. The game takes a view behind the boat as we're driving forward, and other boats and obstacles scale into view (a stack of tires, a Chum Bucket building, other funny obstacles) and are in the way in the road. Players must tilt to avoid the oncoming objects and not collide with anything for the duration of the microgame.

Hint: Avoid!

Win condition: The player doesn't collide with anything for the duration of the game.

Lose condition: The player collides with any object.

Additional notes: (Game should have a background with a looping couple of frames that give the effect of driving forward.)

Game 91 "Seafoam Slalom"

Theme: SketchBob

Concept: Tap the uDraw tablet to change a character's direction and avoid hazards.

Input type: Tap

Description: SpongeBob is on a snowboard moving downward and drifting to the right; when the player taps, SpongeBob changes his drifting direction to begin moving in the opposite direction. There are rocks, trees, and other slower moving characters that the player must avoid coming into contact with.

Hint: Slalom!

Win condition: The player avoids hazards for the duration of the microgame.

Lose condition: The player touches any hazard during the microgame.

Additional notes: If the player hits the side of the screen, they should automatically swap direction.

Game 92 "That Takes The Spongecake"

Theme: SketchBob

Concept: Help a character blow out candles by tilting their blowing direction.

Input type: Tilt

Description: SpongeBob is positioned on the screen behind a birthday cake, surrounded in the background by friends (Patrick, Sandy, a reluctant Squidward, Mr. Krabs, his parents, and more. Let's make this a big SpongeBob Squarepants character love-in.) SpongeBob is blowing out the candles on the cake, and the player must tilt to change his direction to help blow out all of them. The player can tilt to move SpongeBob or change the angle of the blowing to reach all of the candles.

Hint: Blow out!

Win condition: The player blows out all of the candles.

Lose condition: The player fails to blow out all of the candles before time runs out.

Additional notes:

Game 93: Re-Skin of Game 07 "Underground Rock Star"

Theme: Punk

Concept: Draw anything in a specified zone to win.

Input type: Draw

Description: The scene should be a punk show with strobing lights and a bustling sea of assorted fish fans in the audience. Players are presented with a variety of options for things to sign, and must do so before time runs out. One possibility should have the player signing an album. Another should be something humorous like signing Patrick (or another character's?) stomach or arm. Finally, one fan should be holding a picture of a punked out SpongeBob to autograph.

Hint: Autograph!

Win condition: The player writes enough in the specified zone before time runs out.

Lose condition: The player does not write enough in the specified zone before time runs out, or writes nothing.

Additional notes: The possibilities should be evenly randomized as far as which autograph scene occurs.

Game 94 "To the Boatmobile!"

Theme: Comic Hero

Concept: Tap around to find a hidden object.

Input type: Tap

Description: The player is presented with an empty parking lot featuring Mermaid Man and Barnacle Boy off to the side waiting. The player must tap around the uDraw tablet to find the Invisible Boatmobile. Wherever the player taps, a little dust cloud appears if the Boatmobile isn't there. If the player taps near the Boatmobile, a small hint of it can be seen for a split second. If the player taps directly on the Boatmobile, it will appear visible and the game is won.

Hint: Find boat!

Win condition: The player taps the hidden location of the Boatmobile.

Lose condition: The player fails to find the Boatmobile before time runs out.

Additional notes: The position of the Boatmobile should be randomized for each play.

Game 95 “PuzzlePants Squared”

Theme: Squared

Concept: Tap to rotate puzzle pieces until the picture is complete.

Input type: Tap

Description: SpongeBob is separated into four quadrants on the screen. Each quadrant has a jumbled piece of SpongeBob in a randomized rotation. The player must tap a quadrant to rotate that piece of SpongeBob. Players must tap all four quadrants to rotate the pieces until SpongeBob is whole again. Afterward, he will fall off the screen with a splash.

Hint: Put Together!

Win condition: The player taps the puzzle pieces to make a complete SpongeBob.

Lose condition: The player fails to make a complete SpongeBob before time runs out.

Additional notes: To stay fresh, the puzzle could be presented at different rotation angles. However, this should be done programmatically.

Game 96 “Yes We Karen”

Theme: Punk

Concept: Drag to flip switches up or down to turn on computer.

Input type: Drag

Description: Plankton has three levers with a switch that must either be flipped upward or downward to be “on” positions. As Plankton moves to each one, the player must drag or flick to flip switches in the appropriate direction. When all three switches are on, Plankton’s computer starts up and the game is won.

Hint: Turn on!

Win condition: The player flip all three switches on.

Lose condition: The player fails to flip three switches.

Additional notes:

Game 97 “Say Sponge!”

Theme: Squared

Concept: Drag the stylus around to move the background and search for a hidden SpongeBob.

Input type: Drag

Description: The player is presented with a screen full of assorted types of cheese that look suspiciously like SpongeBob. Somewhere in the jumble, SpongeBob himself is hiding out. The center of the screen has a dotted line box which the

player must align over SpongeBob. The cheese loops infinitely so the player can keep dragging and will wind up going over the same cheeses.

Hint: Not Cheese!

Win condition: The player hovers the box over SpongeBob to find him.

Lose condition: The player fails to hover the box over SpongeBob before time runs out.

Additional notes:

Game 98 “No Shame in Same”

Theme: Squared

Concept: Tap icons to flip them between two phases. Match them all.

Input type: Tap

Description: The player is presented with a screen of SpongeBob icons of two types. (There should be about six icons.) Tapping an icon will swap it between types. The player must match all of the icons to the same type before time runs out.

Hint: Make match!

Win condition: The player matches the icons before time runs out.

Lose condition: The player fails match all before time runs out.

Additional notes: Game is intended for an abstract style (Simply Bob or Bob Squared).

Game 99 “A Line Aligned”

Theme: Simple

Concept: Art partially stationary to background, other parts are free to move around. Tilt to position the moving art and align it with the stationary.

Input type: Tilt

Description: The player is presented with an image of SpongeBob and other characters standing in a row, but in pieces. The player must tilt to moving pieces so they align, and the picture is complete.

Hint: Make match!

Win condition: The player aligns the image before time runs out.

Lose condition: The player fails to align the image before time runs out.

Additional notes: Unlike Game 10, the moving art does not roll around like a ball. Game is intended for an abstract style (Simply Bob or Bob Squared).

Game 100 “The Legend of Squarepants”

Theme: 8-Bit

Concept: Player must quickly maneuver through a maze, and hover over the proper switches.

Input type: Drag

Description: The player is presented with a maze with four separate rooms. The player must move SpongeBob through them by dragging with the stylus. (The

player starts at a room on the bottom left, and works their way through clock-wise.) Each room has a key trigger to pick up in order to pass through the specific door. Example: Literal key to open keyhole door, Krabby Patty to open vault-style door, sword to slay door guarded by Sea Bear, and then the final room with the character to rescue.

Hint: Rescue!

Win condition: The player makes it to the goal before time runs out.

Lose condition: The player fails to reach goal before time runs out.

Additional notes:

Game 100 “The Legend of Squarepants”

Theme: 8-Bit

Concept: Player must quickly maneuver through a maze, and hover over the proper switches.

Input type: Drag

Description: The player is presented with a maze with four separate rooms. The player must move SpongeBob through them by dragging with the stylus. (The player starts at a room on the bottom left, and works their way through clock-wise.) Each room has a key trigger to pick up in order to pass through the specific door. Example: Literal key to open keyhole door, Krabby Patty to open vault-style door, sword to slay door guarded by Sea Bear, and then the final room with the character to rescue.

Hint: Rescue!

Win condition: The player makes it to the goal before time runs out.

Lose condition: The player fails to reach goal before time runs out.

Additional notes:

Game 101 “Boat of Bravery”

Theme: Simple

Concept: Player tilt to adjust a ramp for an oncoming object to launch off of.

Input type: Tilt

Description: The player sees two cliff edges, one ending with a ramp (colored differently than everything else so the player’s eye is drawn to it) which can be adjusted by tilting the tablet. The player must adjust the tilt of the ramp so anything using it would reach the ledge on the other side of the screen. Before the microgame ends, a boat drives off of the ramp and jumps off according to the tilt.

Hint: Adjust Angle!

Win condition: The player adjusts the ramp so the boat reaches the other side.

Lose condition: The player fails to properly adjust the ramp and the boat fails to reach the goal.

Additional notes:

Game 102 “The X-Ray Factor”

Theme: Simple

Concept: Player must drag a view box around to find a hidden object on screen.

Input type: Drag

Description: The player sees a close up shape of Patrick, and must drag to move a view box around that contains an inverted (or black) Patrick shape. Somewhere on the screen in Patrick is a small Krabby Patty that the player must locate before time runs out.

Hint: Find it!

Win condition: The player locates the object inside of Patrick before time runs out.

Lose condition: The player fails to locate the object.

Additional notes: In addition to the Krabby Patty shape, assorted other humorous shapes could sometimes be found instead.

Game 103 “Counting Sponge”

Theme: Simple

Concept: Player must draw a line, connecting three numbered objects sequentially.

Input type: Draw

Description: The player sees a three numbered circle (1, 2, and 3) and must draw a line connecting them in order, while avoiding hazardous jellyfish with their line..

Hint: Connect In Order!

Win condition: The player connects all three circles properly.

Lose condition: The player fails to connect all objects sequentially.

Additional notes:

Game 105 “I Herd Jellyfish”

Theme: Simple

Concept: Player must draw lines to contain an object on screen.

Input type: Draw

Description: The game displays a Jellyfish moving about the screen, trying to exit a colored zone and leave the screen. The player must draw lines to keep the Jellyfish within the bounds of the screen.

Hint: Contain!

Win condition: The player connects all three circles properly.

Lose condition: The player fails to connect all objects sequentially.

Additional notes:

Game 106 “Patty Catch”

Theme: Simple

Concept: Player must tap in the proper timing to catch a falling object.

Input type: Tap

Description: The player is presented with two yellow SpongeBob hands at the bottom of the screen. Tapping causes the hands to clap together. A Krabby Patty is at the top of the screen, hovering. Suddenly, the Krabby Patty falls downward. The player must catch the Krabby Patty between SpongeBob's hands to win the game.

Hint: Catch!

Win condition: The player catches the Krabby Patty.

Lose condition: The player fails to catch the Krabby Patty.

Additional notes:

Game 107 "Squidward's Fancypants Pencil"

Theme: Simple

Concept: Player must press stylus tip repeatedly a set number of times.

Input type: Press (?)

Description: The player is presented with a yellow SpongeBob hand holding a mechanical pencil. As the player repeatedly taps the stylus tip, SpongeBob's thumb clicks the eraser of the mechanical pencil and the lead is released a bit more. The player must tap repeatedly until the lead falls out. Upon winning, the yellow hands drop off screen, leaving the pencil hovering in place. Afterwards, a pale green Squidward hand shape grabs the pencil. (Maybe question marks should pop up, or some other way of showing Squidward's frustration with the prank while keeping in the Simply Bob style.)

Hint: Waste!

Win condition: The player wastes the pencil lead before time runs out.

Lose condition: The player fails to press the stylus enough times before time runs out.

Additional notes:

Game 108 "Pineapple Pogo"

Theme: Simple

Concept: Player must tilt the tablet to make a jumping character hit targets.

Input type: Tilt

Description: The player controls an outline SpongeBob on a pogo stick, bouncing up and down. (The backdrop can be a silhouette of SpongeBob's pineapple house.) There are three pegs or buttons on the ground that the player must press by maneuvering SpongeBob with tilting.

Hint: Flatten!

Win condition: The player hits all three pegs before time runs out.

Lose condition: The player fails to hit all three pegs before time runs out.

Additional notes:

Game 109 "Sea Sorting"

Theme: Simple

Concept: Player must tilt the tablet to sort oncoming objects.

Input type: Tilt

Description: The screen is divided in half by two different colored background, and in the center is a board that the player controls with tilting. Colored objects drop from the

Hint: Sort!

Win condition: The player properly sorts all objects.

Lose condition: The player fails to properly sort all of the objects.

Additional notes:

Game 110 "Fit for a Krabs"

Theme: Simple

Concept: Player must drag to rotate and orient an object to fit through a gap.

Input type: Drag

Description: A silhouette shape of Mr. Krabs in a set pose is being approached by a wall with a gap in it, shaped like the silhouette. As the wall approaches the shape, the player must drag to rotate and orient the character correctly and fit them through the space.

Hint: Fit!

Win condition: The player properly orients the object to fit through the gap.

Lose condition: The player fails to make it through the gap with the object.

Additional notes: There should be at least 3 or 4 different poses available for this game.

3DS Game 01 "Gary is Going Places"

Theme: Icon

Concept: Player controls character tethered to post in middle of screen, avoiding a moving hazard.

Input type: Slide Pad

Description: The game presents the player with Gary who is leashed onto a post in the center of the screen. Rotating the slide pad, players can move Gary in a circle. Player must avoid the Lion Fish, who is moving around the playfield, occasionally attempting to tackle Gary.

Hint: Avoid!

Win condition: The player avoids the Lion Fish for the duration of the game.

Lose condition: Gary is touched by the Lion Fish before the game is over.

Additional notes: We should accentuate the 3D effect by making this microgame take place on an angled plane. When Gary is toward the bottom of the screen, he should appear closer to us.

3DS Game 02 “SpongeBob Says”

Theme: Icon

Concept: Press Slide Pad in correct direction to match up with an example.

Input type: Slide Pad

Description: Patrick is in the center of the screen, and the slide pad controls the position of his arms. SpongeBob slides onto the screen with his arms pointed in a direction. The player must match up with this, causing a confirmation sound to play. SpongeBob will then move into another position that the player must copy.

Hint: Copy!

Win condition: Player matches up with SpongeBob’s example twice.

Lose condition: Player fails to match up with SpongeBob’s example before time runs out.

Additional notes:

3DS Game 03 “Chum is Fum”

Theme: Icon

Concept: Press Slide Pad to align shapes with their outlines.

Input type: Slide Pad

Description: The player is presented with a screen of The Chum Bucket restaurant, and a dotted outline of where a sticker should go. The player uses the Slide Pad to position the sticker into place. The first sticker is a Krabby Patty, which covers up the fist on the top of the bucket. The second sticker covers up the Chum Bucket sign with a shoddy looking Krusty Krab sign. After both stickers are placed, a flood of customers rush to the restaurant followed by a close up of Plankton rubbing his hands together in a scheming manner. (This could rise up from the bottom of the screen.)

Hint: Disguise!

Win condition: Player matches up both stickers into their intended position.

Lose condition: Player fails to match up both stickers before time runs out.

Additional notes:

3DS Game 04 “Jellyfish Joy Ride”

Theme: Icon

Concept: Press Slide Pad to move a character and avoid oncoming hazards.

Input type: Slide Pad

Description: SpongeBob is riding on his paddle bike into the distance, as jellyfish obstacles draw near. The player must use the slide pad to adjust SpongeBob’s position and avoid the oncoming jellyfish obstacles.

Hint: Avoid!

Win condition: Player avoids the Jellyfish for the duration of the game.

Lose condition: Player collides with a Jellyfish before time runs out.

Additional notes:

3DS Game 05 “Candid Krabs”

Theme: Icon

Concept: Press Slide Pad to move a camera view.

Input type: Slide Pad

Description: Mr. Krabs is posing with a Krabby Patty in his hand (for a Kruttsy Krab promotional photoshoot?). A three-two-one countdown takes place, followed by a camera shutter effect. Before the count finishes, the player must use the Slide Pad to move the camera around and make sure that both Mr. Krabs and the Krabby Patty he is holding are in the shot.

Hint: Center!

Win condition: Picture is taken featuring both Mr. Krabs and the patty.

Lose condition: Picture is taken, but does not feature both Mr. Krabs and the patty.

Additional notes:

3DS Game 06 “The Food is to Dive For”

Theme: Icon

Concept: Press Slide Pad to move an object and avoid an oncoming hazard.

Input type: Slide Pad

Description: The game takes a top-down view where the player is using the Slide Pad to move a Krabby Patty within a limited area. Plankton's shadow is displayed getting darker as he is falling into the scene. The player must move the Krabby Patty so Plankton does not land on it.

Hint: Dodge!

Win condition: Plankton does not land on the Krabby Patty.

Lose condition: Plankton lands on the Krabby Patty.

Additional notes:

3DS Game 07 “Bikini Bottom on Ice”

Theme: Icon

Concept: Press Slide Pad to move a character and trace over a formation.

Input type: Slide Pad

Description: Game takes a faux 3D view of SpongeBob who is on a frozen lake. The player must trace a figure 8 shape with the slide pad.

Hint: Trace!

Win condition: Player traces the shape before time runs out.

Lose condition: Player fails to trace shape before time runs out..

Additional notes:

Mini Game 01 “Balloon Bob”

Theme: TBD (Retro Funk?)

Concept: An extension of Game 57 “Sponge on a Plane”.

Input type: Press

Description: This Mini Game features SpongeBob tied to balloons, floating across Bikini Bottom in a scene that conjures up memories of the classic game title “Balloon Fight”. The game starts out at a relaxed pace, accompanied by lounge music as SpongeBob casually floats along, popping balloons to earn points. As the player racks up more points, jellyfish start getting thrown into the mix, and the music and game speed pick up pace. One touch from a jellyfish, and the game is over.

Additional notes: A score of over 100 balloons should unlock a special Coloring Book page.

Mini Game 02 “Seasons of Sandy”

Theme: TBD (What would fit?)

Concept: A musical twist on Game 34 “Kung Fu Sandy”.

Input type: Flick

Description: This Mini Game features Sandy Cheeks, training to hone her Karate skills. Similar to the first stage from the game “Rhythm Tengoku”, boards are being flung from off screen to the beat of the music. The player must rhythmically flick to chop the boards on beat, whilst avoiding chopping bombs (indicated both visually, and by a different audio cue). As the player gains points per each successful chop, the background imagery will transition through seasons, accompanied by tempo changes in the music that the player must adjust to. The player is allowed three misses (which include both failing to chop a board, or chopping a bomb) before the game is over.

Additional notes: A score of over 100 chopped boards should unlock a special Coloring Book page.

Mini Game 03 “Rattle and Roll”

Theme: TBD (Sponge Babies?)

Concept: An extension of Game 12 “Selfish as a Shellfish”.

Input type: Tilt

Description: TBD

Additional notes: A score of over 100 floors should unlock a special Coloring Book page.

16. Art Style

The game features non-traditional art styles in each of the 6 painting worlds, based on new SpongeBob art styles created by Nickelodeon. Each art style is reflected in the following instances:

- **Transitional animations**
- **HUD elements**
- **Instructional elements**
- **Pause menu**
- **Micro-games**

Following is a list of the art styles that will be used:

World	Featured character	Art style
World 1	Mr. Krabs	Sketch Bob (simple & cute)
World 2	Squidward	B-Movie (horror film posters)
World 3	Gary	Simply Bob (minimalistic)
World 4	Sandy	Comic book
World 5	Patrick	Punk (concert posters)
World 6	SpongeBob	8-Bit (pixel videogame)
3DS-specific World	Plankton	Icon (flat simple shapes)

The following secondary game modes use additional art styles:

World	Featured character	Art style
Bonus Remix Micro-Games	N/A	Bob Squared
Mini-game 1	N/A	Sponge Babies
Mini-game 2	N/A	Retro Funk
Mini-game 3	N/A	(TBD)
Mini-game 4	N/A	(TBD)
Art Studio	N/A	Standard SpongeBob

Please see the Nickelodeon style guides for visual examples of each of these art styles.

The current plan for all cinematic sequences is to film them in live action, featuring Patchy the Pirate in his home. These sequences will appear intentionally unpolished and low-budget.

17. Art Assets

A list of and schedule for all art assets in the game is kept separately, outside of this document. Please see **Production Sheet.xls** for this information.

18. Music

A list of music assets will be included in a future edition of this GDD.

19. Sound Effects

A list of audio assets will be included in a future edition of this GDD.

20. Game Script

The game's cinematic script will be included in a future edition of this GDD.

21. Game Credits

The complete development credits will be included in a future edition of this GDD.

22. Codes

A list of available cheat codes will be included in a future edition of this GDD.

23. Patchy's Art Gallery

The proposed 'wrapper' for the game is Patchy the Pirate. All cinematics in the game would be live-action sequences featuring Patchy the Pirate in his Encino, CA home, with a major focus on his art gallery. As in the TV show, any SpongeBob characters that appear in these sequences take the form of inanimate, real-world objects (i.e. a real sponge, starfish, etc.)

Patchy's Art Gallery acts as the game's HUB, where all worlds and modes are accessed by the player. This is a single-screen illustration of the art gallery's wall, with picture frames hanging from it. See below for a list of picture frames that appear on this screen, when they appear, and when they are accessible.

As a special feature to keep the Art Studio special and pertinent through the entire game, the frame icon in the menu could actually display a thumbnail of the users latest artwork. When new stamps or artwork have been unlocked, a "NEW!" marker may appear on the Art Studio frame, urging players to re-visit and check out the latest content.

Frame number	Accesses	Appears after	Accessible after
1	World 1	Game start	Game start

2	World 2	Game start	Completing world 1
3	World 3	Game start	Completing world 2
4	World 4	Game start	Completing world 3
5	World 5	Game start	Completing world 4
6	World 6	Game start	Completing world 5
7	Remix World	Completing world 2	Completing world 2
8	Mini-Game 1	Completing world 1	Completing world 1
9	Mini-Game 2	Completing world 3	Completing world 3
10	Mini-Game 3	Completing world 4	Completing world 4
11	Mini-Game 4	Completing world 5	Completing world 5
12	Replay Mode	Completing world 1	Completing world 6
13	Art Studio	Game Start	Game Start
14	Tutorial	Game start	Game start
15	Options	Game start	Game start
16	Cinema Replay	Game start	Game start

See below for a planned layout of these frames in the art gallery. If a single screen layout is deemed too cluttered, a menu in which players can scroll through Patchy's art gallery may be considered as well.



24. Art Styles

Following are the planned art styles for this game, organized by where each is used:

Title	Art Style	
World 1 (Patrick)	Punk	
World 2 (SpongeBob)	8-Bit	
World 3 (Simply Bob)	World 4 (Squidward)	B-Movie
World 5 (Sandy)	Comic Book	
World 6 (Mr. Krabs)	Sketch Bob	
Mini-game 1 (Sponge Babies)	Mini-game 2 (Retro Funk)	
Mini-game 3 (TBD)	Mini-game 4 (TBD)	
3DS-specific World	Icon Book	
Standard	SpongeBob	

All remaining menus and interfaces will be in the standard SpongeBob art style.

All cinematics will be shot in live action, featuring Patchy the Pirate.

25. Complete Contents

The currently-planned contents list for the game is:

- **Six (6) main micro-game worlds (About 17 games each)**
- **Remix World (7 new bonus micro-games, plus a mix of previous games)**
- **Four (4) unlockable mini-games**
- **Seven (7) 3DS-exclusive micro-games**
- **Endless replay mode of each individual micro-game**
- **Art Studio mode**
- **Tutorial walkthrough**
- **Options menu**

So between all modes, the current goal is to develop approximately 117 micro-games, in addition to the the Art Studio.

25. Gameplay Extension Ideas

Although the game consists of six worlds, four mini games, an Art Studio mode with various unlockables, and a remix world, measures can still be taken to ensure the game does not become stale. The following are ideas that provide low risk ways of extending the player's enjoyment of the game and getting extra mileage out of the existing micro-games. Inclusion of these ideas are subject to technical and production time feasibility.

1) **Hyper Remix**

Description: After completing the 6 worlds, Hyper Remix could unlock. This replay mode would feature a selection of micro-games that are played back at insane speeds. The micro-games available would be hand picked from all throughout the game for playability in a high speed setting. A score to beat with a reward incentive

could be presented prior to entering the mode so players have a specific goal to surpass, and are compelled to replay this mode.

2) Re-visit Worlds

Description: During the course of regular gameplay, upon completing any microgame world, there could be a handful of microgames belonging to the completed world that were purposely held back (not displayed in gameplay). For instance, players could get a flashing “NEW!” marker on World 1 signifying that new Sketchbob microgames are available in that world. This feature would invite players to re-visit any particular world and get more mileage and replayability out of worlds that they might otherwise not have a specific reason to re-visit.

26. Art Studio Overview

The Art Studio mode is a core element of the game, and doubles as a potential driving force behind the player's progression through the game. As the player completes microgames and sets records on different stages, they will also be earning unlockable content to be used within the Art Studio.

The Art Studio mode itself is a complete SpongeBob themed painting software. It features a variety of tools and options that encourage players to express their creativity, and bring to life their own SpongeBob scenes.



Art Studio Layout Mock-up

The interface is simple and intuitive, mirroring the Wii Remote's position in the uDraw tablet, and with buttons on the Wii Remote mapped to match the on-screen tool panel layout. Players have a variety of Pencil types to work with, sized erasers,

an anti-alias friendly fill bucket tool, a full palette of selectable colors, an ever-growing array of SpongeBob stamps, and a five-step Undo/Redo feature all accessible by the Wii Remote alone.

Beyond the main tools and a collection of unlockable stamps, players will also unlock other Art Studio content along the course of gameplay. The Art Studio will default with an empty background where players are free to express their creativity in any fashion. However, through completing challenges within the game, the player will earn two more extra unlockable features: Coloring Book Mode, and Bikini Bottom Backdrops. Coloring Book Mode features a growing collection of black-outlined SpongeBob characters both popular and obscure for players to enjoy coloring in and decorating as they choose. A "NEW!" marker appears over any stamps that the player has just earned, and is seeing for the very first time. The Bikini Bottom Backdrops features various scenes from the TV show that players may set as their canvas background. From here, players can place stamps to create their own SpongeBob scenes or draw in their own content as they please.

After players have completed the creation their masterpiece, they can save their work to the game, or onto an SD Card for printing. Player's latest work will even be featured as the Art Studio portrait in Patchy's Gallery.